

PRIMA OFFICIAL GAME GUIDE

# NINJA GAIDEN

SIGMA

**WEAPON  
COMBOS  
AND  
ITEM  
LOCATIONS**



BASED ON A GAME  
RATED BY THE  
ESRB



**TECMO**



# NINJA GAIDEN SIGMA

## Prima Official Game Guide

Written by:

**Fernando Bueno**



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2007 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Jason Wigle

Editor: Rebecca Chastain

Manufacturing: Stephanie Sanchez

Design & Layout: Calibre Grafix

Ninja Gaiden® Sigma. © 2007 Tecmo, LTD. Ninja Gaiden and Tecmo are registered trademarks of Tecmo, LTD. Team NINJA and the Team NINJA logo are trademarks of Tecmo, LTD. "PlayStation", "PLAYSTATION" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit [www.esrb.org](http://www.esrb.org). For permission to use the Ratings icons, please contact the ESA at [esrblicenseinfo.com](mailto:esrblicenseinfo.com).

### Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

### Acknowledgments

As a child, I devoted hours upon hours of my days to the *Ninja Gaiden* series, from each individual chapter on the Nintendo Entertainment System to hours spent revisiting the series on the Super Nintendo (*Ninja Gaiden Trilogy*). However, if someone had told me then that I would one day get to write a guide for the *Ninja Gaiden* series, I'd have laughed at them in disbelief. Yet here I am...

Unlike Ryu Hayabusa, however, I do not work alone. I required the help of an entire clan to help me get through this challenge. Thanks to Jason Wigle for trusting me with this esteemed franchise. I'd like to thank Dan Birlew for establishing the groundwork for this book. Tons of gratitude goes to Rebecca Chastain for making every book we work on fun. And last but not least, thanks to my fiancée, Leslie, for keeping my Ninja skills sharp. This book is dedicated to my good friend Andre "M3RCUTIO" Fredrick, whose friendship and inspiration helped lead me to this wonderful job.

ISBN: 978-0-7615-5718-0

Library of Congress Catalog Card Number: 2007926191

Printed in the United States of America

07 08 09 10 GG 10 9 8 7 6 5 4 3 2 1

## Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court, Suite 100

Roseville, CA 95661

1-800-733-3000

[www.primagames.com](http://www.primagames.com)



### Author Bio

Fernando "Red Star" Bueno has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and began freelancing for popular gaming Web sites.



The San Diego native found his way to Northern California shortly after high school. After graduating from the University of California, Davis, with a dual degree in English and Art History, he was able to land a job as an editor for Prima Games. Though happy with his position as an editor, his life called him to Las Vegas where he now resides. During the move to Nevada, he also made the move to author and has since written a number of game books, including *Prince of Persia: Two Thrones*, *Stubbs the Zombie*, *Fight Night Round 3*, and *Xbox 360 Handbook: The Official User's Guide*.

In his off time he enjoys the works of Hermann Hesse, Johann Van Goethe, Franz Kafka, Thomas Mann, and EGM. When not writing for Prima, he continues to perfect his craft as a poet.

We want to hear from you! E-mail comments and feedback to [fbueno@primagames.com](mailto:fbueno@primagames.com).



## Contents

<b>Introduction.....</b>	<b>4</b>	<b>Pick-ups, Essence, and Other Items.....</b>	<b>14</b>	Ninja Fortress.....	27
<b>A Ninja's Work... ..</b>	<b>4</b>	<b>Essence.....</b>	<b>14</b>	Underground Storehouse.....	28
<b>Tips, Notes, Cautions.....</b>	<b>4</b>	Yellow Essence.....	14	<b>Chapter 2: The Hayabusa Ninja Village.....</b>	<b>30</b>
<b>Gallery of Fiends and Heroes .....</b>	<b>5</b>	Blue Essence.....	14	Ninja Fortress.....	30
<b>The Cast.....</b>	<b>5</b>	Red Essence .....	14	Altar .....	30
Ryu Hayabusa .....	5	<b>Maps .....</b>	<b>14</b>	Mountain Path.....	31
Rachel.....	5	<b>Items.....</b>	<b>14</b>	Hayabusa Village .....	31
Murai.....	5	Life of the Gods .....	14	Temple.....	34
Ayane .....	5	Spirit of the Devils.....	14	<b>Chapter 3: Skies of Vengeance.....</b>	<b>35</b>
Kureha .....	5	Jewel of the Demon Seal .....	14	Living Quarters.....	35
Muramasa.....	5	Golden Scarab .....	14	Main Deck.....	38
The Dark Disciple .....	6	<b>Scrolls.....</b>	<b>16</b>	Crew Compartment .....	38
Gamov .....	6	Technique Scrolls .....	16	Fore Cabin .....	38
Alma, Greater Fiend.....	6	Kunai Scrolls.....	16	Middle Cabin .....	39
Doku, Lord of the Greater Fiends .....	6	Ninpo Scrolls.....	16	Aft Cabin .....	40
<b>Blade Fodder .....</b>	<b>6</b>	<b>Elixirs.....</b>	<b>16</b>	Gas Compartment	
Shadow Clan Ninja.....	6	Elixir of Spiritual Life .....	16	Passageway .....	40
Black Spider Clan .....	7	Great Spirit Elixir.....	16	<b>Chapter 4: Imperial City Infiltration.....</b>	<b>42</b>
Vigoorian Soldiers .....	7	Elixir of the Devil Way .....	16	Entrance to Tairon.....	42
Ninja Mages.....	7	Great Devil Elixir.....	16	Twin Serpents Plaza .....	42
Flying Foes .....	7	<b>Quest Items.....</b>	<b>16</b>	Military Gate .....	43
Shadoh Fiends .....	7	<b>Character-Specific Items.....</b>	<b>16</b>	Clock Tower Plaza.....	44
<b>Becoming the Ninja .....</b>	<b>8</b>	Ryu's Armbands .....	17	Pleasure Street.....	46
<b>Game Basics.....</b>	<b>8</b>	Rachel's Earrings.....	17	<b>Chapter 5: The Fiend Hunter.....</b>	<b>47</b>
Options.....	8	<b>Dragon Statues .....</b>	<b>17</b>	Monastery Inner Clearing .....	48
Rankings .....	8	<b>Muramasa's Shop .....</b>	<b>17</b>	Monastery Plaza.....	48
<b>The Heads-up Display .....</b>	<b>8</b>	<b>Weapons and Techniques...18</b>		Altar Hall .....	49
<b>Basic Controls .....</b>	<b>9</b>	<b>Ryu's Arsenal .....</b>	<b>18</b>	Archive.....	49
Movement.....	9	Dragon Sword/True Dragon Sword.....	18	<b>Chapter 6: The City of Fiends .....</b>	<b>50</b>
Camera Controls.....	9	Dragon's Claw and Tiger's Fang .....	19	Han's Bar .....	50
First-Person View .....	10	Dabilahro.....	20	Moat Road .....	51
Jump.....	10	Kitetsu .....	20	Drawbridge Square.....	52
Wall-Running.....	10	Lunar .....	21	Drawbridge Hill.....	52
Interact .....	10	Nunchaku/Vigoorian Flail.....	22	Monastery Plaza.....	53
Attack .....	11	War Hammer .....	22	Monastery Inner Clearing .....	53
Strong Attack.....	11	Wooden Sword/Unlabored Flawlessness .....	23	<b>Chapter 7: The Monastery... 54</b>	
Ultimate Techniques .....	11	<b>Rachel's Arsenal.....</b>	<b>23</b>	Monastery Annex .....	54
Projectile .....	11	War Hammer .....	23	Altar Hall .....	56
Guard.....	12	<b>The Ninja Path .....</b>	<b>24</b>	Archives .....	57
Counterattacks .....	12	<b>Chapter 1: The Way     of the Ninja.....</b>	<b>24</b>	Monk's Room .....	59
Ninpo.....	12	Valley of Shadows .....	24	Corridor of Doom .....	59
Map .....	12			Econtra Babel Specus .....	60
<b>Pause Menu .....</b>	<b>13</b>			Tombs of the Eons.....	61
				Ritual Room .....	62



**Chapter 8: Alma,  
Greater Fiend ..... 64**

Monastery Plaza.....	64
Drawbridge Hill.....	65
Drawbridge Square.....	65
Clock Tower Plaza.....	66
Great Bridge Square.....	67

**Chapter 9: Hidden  
Underground ..... 68**

Coffin Chamber.....	68
Suspension Bridge Room .....	70
Chamber of the Red Eye .....	70
Chamber of the Blue Eye .....	71
The Great Corridor .....	72
Chamber of Everlasting Sleep.....	72
Junction Chamber .....	73
Monk's Room .....	73

**Chapter 10: Tairon  
Under Alert..... 75**

Monastery Plaza.....	75
Drawbridge Hill and Drawbridge Square.....	76
Moat Road .....	77
Skull Key Room.....	78
Military Gate .....	78

**Chapter 11: The Military  
Supply Base ..... 80**

Military Gates.....	80
Warehouse.....	82
Locomotive Turntable .....	83
Military Supply Base.....	84
Overpass.....	84
Overpass.....	85
Rooftop.....	86
Tracks Near Dworku Monastery.....	87

**Chapter 12: The  
Aqueduct ..... 88**

Aqueduct B1 .....	88
Aqueduct B2 .....	89
Aqueduct B3 .....	89
The Hall of Balance .....	90
Aqueduct B3 .....	91
Aqueduct B2 .....	92
Hall of Balance.....	93
Red Water Reservoir.....	94
Aqueduct B2 .....	94
Aqueduct B3 .....	94
Underground Waterway.....	94
Aqueduct B3 .....	96
Aqueduct B2 .....	96
Blue Water Reservoir.....	96
Peristyle Passage .....	97

Underground Sanctuary.....	97
----------------------------	----

**Chapter 13: The Path  
to Zarkhan ..... 99**

Moat Entrance.....	99
--------------------	----

**Chapter 14: The Ancient  
Greater Fiends..... 104**

Great Bridge Square.....	104
Hayabusa Village .....	105
Ethereal Plane.....	106

**Chapter 14: The  
Caverns ..... 107**

Battle Arena .....	107
Ice Cavern .....	110
Ruins.....	111
Magma Cavern .....	111
Magma Lake.....	112
Ruins.....	113
Magma Lake.....	114
Magma Lake.....	115

**Chapter 16: The  
Fiendish Awakening..... 117**

Underground Tunnel.....	117
Underground Waterway.....	118
Aqueduct B3 .....	120
Aqueduct B2 .....	120
Aqueduct B1 .....	121
Dworku Monastery Tracks .....	121
Drawbridge Square.....	121
Moat Road .....	121
Twin Serpent Plaza.....	122
Hayabusa Ninja Village: Graveyard .....	122
Magma Cavern .....	122

**Chapter 17: Vengeful  
Spirit..... 123**

Pyramid Court.....	124
Pyramid Interior.....	124
Fiend Realm .....	124
The Labyrinth.....	125

**Chapter 18: The Core ..... 127**

Palace Compound.....	127
Stairway to the Imperial Palace .....	128
Palace Compound.....	128
Imperial Palace Core First Floor .....	128
Imperial Palace Core Second Floor .....	129
Imperial Palace Core Third Floor.....	129
Imperial Palace Core Fourth Floor .....	130
The Gates of Hell .....	130

**Chapter 19: The Dark  
Dragon Blade ..... 133**

The Underworld Cavern.....	133
----------------------------	-----

**Secrets of the Ninja ..... 136**

<b>Mission Mode.....</b>	<b>136</b>
<b>Difficulty Options .....</b>	<b>136</b>
<b>Costumes .....</b>	<b>136</b>
<b>Golden Scarab Rewards ....</b>	<b>136</b>
<b>Karma Bonuses .....</b>	<b>137</b>





## INTRODUCTION

### A Ninja's Work...

A Ninja's work is never done, especially if that Ninja is Ryu Hayabusa. Seasoned *Ninja Gaiden* veterans will undoubtedly be pleased to find that their favorite Master Ninja is back at it again. This time, however, he's got a lengthier journey ahead of him. *Ninja Gaiden* newbies will find a challenging and engaging adventure as well.

The following pages will help you meet every challenge, beat every boss, and get the most out of your experience as Master Ninja, Ryu Hayabusa.

### Tips, Notes, Cautions

Even the strongest Ninja sometimes needs help. Be it lifesaving cautions or tips to improve your skills, the following boxes will prove most useful.



These boxes contain helpful bits of information meant to maximize your gameplay experience. They can range from using specific attacks against enemies to locating valuable items for later use. Pay close attention to these boxes—they'll make you a better Ninja.



The information contained in Notes boxes can range from informational tidbits about the game to nuggets of knowledge about this book.



Caution boxes are meant to keep you alive, preventing you from getting ambushed, falling to your death, or taking a lethal step in the wrong direction. They will save you from a world of grief.





# GALLERY OF FIENDS AND HEROES

## The Cast

There is a full cast of fiendish enemies, dastardly evil-doers, and unlikely heroes. The next few pages will introduce you to some of the people you'll encounter.

### Ryu Hayabusa



The main character of the game, Ryu is a descendant of the Dragon Lineage and is a young member of the Hayabusa Ninja Clan. His father, Joe Hayabusa, is the head of the clan but has left the village to train in the mountains. He has entrusted Ryu with the Dragon Sword, an ancient weapon that has been passed down through generations of clan leaders.

### Rachel



A Vigoorian Fiend Hunter, she is continually searching for her sister, who was turned into a fiend. Her genes give her abnormal strength—at the expense of making her susceptible to turning into a fiend like her sister. She can sense where fiends are.

### Murai



A Master Ninja possessing unsurpassed skill in all the Ninja arts, Murai also has a deep connection with Ryu. Although he was a member of the Hayabusa Ninja Clan, past events caused Murai to leave and form his own rogue Ninja organization, the Shadow Clan.

### Ayane



Ayane is a kunoichi, or female Ninja, in the Hajin-Mon sect of the Mugen Tenshin Ninja Clan. Although she was born into the ruling family of the clan, certain circumstances forced her to be raised in partial secrecy. Highly skilled in all the Ninja arts, she has become an important asset for Murai at the young age of 14.

### Kureha



One of the protectors of the Hayabusa Village shrine, she has known Ryu since childhood.

### Muramasa



A wizened old man, he appears to be over 100 years old. Muramasa runs a weapon and tool shop and is a renowned blacksmith. He has erected bronze statues of himself at various locations throughout the world.



## The Dark Disciple



The Dark Disciple is a mysterious figure who disguises his true identity with a mask and black hood; his natural voice is undetectable through his machine-enhanced vocalization. He remains behind the scenes during the events that occur in the Vigoor Empire, observing the actions of Ryu and the movements of the Dark Dragon Blade.

## Gamov



A special agent of the Vigoor Empire Internal Affairs Bureau, he observes the movements of the infiltrator Ryu Hayabusa. However, it would seem that his interest as an intelligence officer lies beyond Ryu....

## Alma, Greater Fiend



One of the Greater Fiends, a powerful group within the Vigoor Empire, she became a fiend after being lured in by Doku.

## Doku, Lord of the Greater Fiends



One of the Greater Fiends, he is a heavily armored dark knight. He lured Alma into the fold and turned her into a fiend.

## Blade Fodder

Be they clad in black, brown, white, or any other colored robes, all Ninja are but a sword slice away from ending your adventure. You will encounter many enemies throughout your journey, and the only way to survive is to know their strengths and weaknesses. This chapter will leave you best prepared when you encounter them.



**NOTE**  
There are many variations in the enemies you'll encounter. We list below the enemies you'll encounter most. If an enemy is not listed below, you'll learn how to defeat it when it appears in the walkthrough.

## Shadow Clan Ninja

Shadow Clan Ninja are the lowest of the low. Both Shadow Clan Lesser Ninja and Shadow Clan Greater Ninja attack using standard combinations that can be easily blocked and countered.

Though the white variation of Shadow Clan Ninja employ shuriken and are a bit more dangerous, their combination strikes are just as easy to block and counter.





## Black Spider Clan

Black Spider Clan are among the toughest foes you'll face on a regular basis. If not for Black Spider Clan, you'd have very little need to constantly improve your skills throughout the game.

These foes usually attack in trios and use very advanced combinations. To make matters worse, they're extremely effective at blocking your attacks and use explosive projectiles.



## MSAT Soldiers

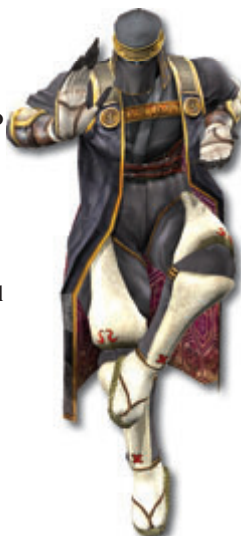
The Vigoorian Army is a well-trained machine. Its soldiers are armed to the teeth and carry anything from pistols to grenade launchers. When encountering these villains, focus on disarming the grenadiers first. Be swift, however, as their reload times are short. They can maintain a steady stream of fire on you and cause major damage.



## Ninja Mages

Ninja Mages are dangerous on many levels. These conjurers attack using magic spheres they use as projectiles. When in close quarters, they use their sharp Sai to stab and slash at you.

You can block their Sai attacks and evade their spheres, but because they can also teleport, you must quickly dispatch them. Once you have them at close quarters, unload a barrage of attacks and knock them down.



## Flying Foes

Flying foes can be anything from lowly Giant Bats, Basement Flies, FL-018s, or the life-zapping Phantoms. Because they can fly, you should defeat them using Flying Swallow or leap attacks.

On occasion they'll be foolish enough to drop to your level. If they do, make them pay.



## Fiend Shadoh

Fiend Shadoh, be they orange or pink, are nasty creatures. Their main form of assault is a slashing attack whereby they lunge at you and try slashing you with their bladed arms.

They're not the smartest creatures you'll encounter, and you can eventually behead them easily with a powered-up weapon like the Kitetsu or your Dragon Blade.





## BECOMING THE NINJA

This chapter covers everything you need to know about the game, including the game's options and basic controls. Weapon-specific techniques can be found in the "Armory" chapter.

### Game Basics

#### Options

Begin your game by accessing the Options menu at the Main screen. Select Options to choose the following:

##### Game Settings:

Change speech language, text, and subtitles; choose a representative national flag; and see how much total play time you've invested.

##### Controller Settings:

Change the first-person camera settings, third-person camera control, controls while in water, and button settings.

**Audio Settings:** Adjust the music, sound effects, and voice volumes, or do sound checks.

**Screen Settings:** Change the movie display ratio from 4:3 to 16:9, or change the gamma, brightness, or contrast levels.



#### Rankings

After you select a representative national flag, you can choose the Ranking option from the Main menu. There you can see how you stack up against others around the world.



### The Heads-up Display

The heads-up display (HUD) is the collection of onscreen icons, meters, and gauges that present all your vital information. By knowing how to properly read the HUD, you'll know whether you're ready for a dangerous situation or if you should think twice before charging ahead.



- 1. Health bar:** Displays your current health
- 2. Equipped Ninpo:** Represents your currently equipped Ninpo
- 3. Projectile weapon:** Represents your currently equipped projectile weapon. A number next to the icon represents ammo count.
- 4. Elixir wheel:** Shows the amount and type of elixirs available for use. Press left or right on the D-pad to cycle through them. Press the down D-pad to use the currently selected elixir.
- 5. Karma window:** Your score

#### NOTE

All of these options have a default that you can select if you're not pleased with any change you make.

#### TIP

In order to participate in player rankings, you must select a representative national flag.





## NOTE

Press **L2** to bring up your Karma window during gameplay.

## Basic Controls

The basic controls alone are not enough to master the game. Any hardened shadow warrior can tell you that success is a result of complex combos, precise timing, and skillful defense.

All of the above mentioned techniques, however, are rooted in the basic fundamental controls. If you're unable to block properly, you won't be able to counterattack. If you're unable to launch an attack, you're not going to string combos together. So while studying basic controls may seem unimportant, it is really the most important step toward success.

## Movement

**Walk:** Gently press the left **(ANALOG)** in any direction

**Run:** Firmly press the left **(ANALOG)** in any direction

Movement is more than just getting from point A to point B. Depending on the circumstances, you will need to choose whether to slowly slink toward an unsafe situation or to dash ahead. The left **(ANALOG)** measures how much pressure you apply on it and will move you ahead accordingly.

Also, because movement is dependent on the relationship between which way you're facing and the camera angle, all movement is contextual. That means that if you're facing the camera, pressing **down** on the left **(ANALOG)** moves you forward. If your back is to the camera, then pressing **up** on the left **(ANALOG)** moves you forward.



## TIP

While underwater, you can move back and forth, left and right, and up and down. So adjust your underwater control preferences *before* starting a game to avoid becoming a lame duck in the water.

## Camera Controls



**Look around:** Move right **(ANALOG)**

Camera controls are more important than you might think. While the game usually changes camera angles to the best-suited angle, you always have control over the camera itself.

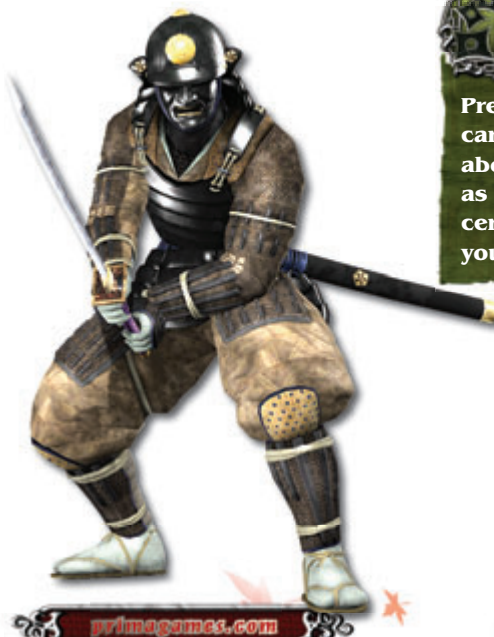


Before charging ahead, manipulate the camera to get a better view of an area. When rounding corners, stop just before turning the corner and swing the camera around the corner's blind spot (see the screens above) to see what is waiting around the bend. By doing so, you can avoid an ambush and turn the tables on unsuspecting enemies.




## TIP

Press **R1** to center the camera after shifting it about. Similarly, hold **R1** as you move to keep it centered squarely over your back.





## First-Person View

**Change to first-person view:** Click right 

**Change out of first-person view:** Click right 

**Look around:** Move right  while in first-person view




While the adjustable camera controls offer a great view of what's around the corner, they don't offer the same wide scope as first-person view. When in first-person view, you can use a different scope than the camera. You can look up high, look over a steep drop, and use any range of motion from your stationary position.

Unlike the adjustable camera, first-person view is limited only by your position, meaning you can see only from where you're standing. So if you wanted to scout ahead or get a better view of something from behind a covered position, you'd have to expose yourself to danger to get a better look. The best use of first-person view is to examine an area for hidden items, alternate routes, or figure out how to navigate a complex area. Of course, you can also use it to get a good look at some of the beautiful vistas you'll come across.

## Jump

**Jump:** X

As you traverse the many locales, you'll come across several gaps. Getting across them isn't as easy as pressing the Jump button (X); the leap usually requires precise timing and aim.

As you jump, use the left  to direct your leap. Successfully reaching a far-off ledge usually requires you to be precise in directing your leap; time your leaps just before you reach a falling point.



Jumping is used for more than just traversing gaps; it is an essential part of combat. Leap over an enemy's head to execute a flying attack or simply land on an enemy's head to deal out some damage.



## Wall-Running



**Vertical wall-run:**

Firmly press left  at wall

**Horizontal wall-run:**

Firmly press left  to run parallel to wall, then move left  at wall

When you can't simply jump across a chasm, look for a nearby wall. Chances are you can horizontally wall-run across the wall and use the speedy technique to launch yourself toward a distant ledge.

Similarly, vertical wall-running can help you reach high ledges and climb tall walls. The vertical wall-run is also the first step in executing a series of leaps used to climb narrow spaces.



### FLYING BIRD FLIP

Launch yourself up narrow walls by vertically wall-running up one wall and successively pressing X to leap back and forth between the walls. As you do, you'll climb higher and higher along the narrow walls.



## Interact

**Interact:** ■

When you encounter objects with which you can interact (chests, doors, and random items scattered about the landscape), an onscreen indicator pops up. When it does, press ■ to interact with the object.







If the object is something you can collect, it will automatically be added to your inventory.

## Attack

### Attack: ■

The button for every attack is ■. While pressing it once executes a singular attack, it is in successive combination strikes that ■ will prove most useful and effective.

Singular attacks are the fastest way to get sliced and diced by Ninja foe, but learning how to properly use the attack button is absolutely necessary to formulating an effective fight strategy. This is, by far, the most important button. Use ■ against low-level enemies, and always use it to begin stronger combination attacks.



## Strong Attack

### Strong attack: ▲

Strong attacks, like regular attacks, are best used in combination strikes. If you use special attacks alone, enemies will easily slash through your one-dimensional fight plan.

While special attacks can be an integral part of a combo, you can also use them to begin short, powerful combos on their own. Knowing when to lead in with a special attack and when to incorporate them into longer combos is imperative to survival.



## Ultimate Techniques

### Ultimate Technique:

Hold ▲ wait until charged, then release

Ultimate Techniques are charged attacks bursts that can totally decimate an enemy with one attack. Hold ▲ to charge your attack, then release it when fully charged. The amount of damage your Ultimate Technique causes depends on how long you charge (there are two levels of charge) and how upgraded your equipped weapon is.

These are, by far, the most powerful attacks you'll employ on a regular basis.



## Projectile

### Fire projectile: ●

You begin your adventure with an endless supply of shuriken (throwing stars) with which to attack distant miscreants. As you progress through each level and encounter different enemies, you will acquire different projectile weapons such as smoke bombs and arrows.

Rapidly press ● to fire a steady stream of projectile weapons. Some weapons, like the bow and arrows, can be fired rapidly or aimed for more precise attacks. Depending on which projectile weapon you choose, pressing ● will yield different results; shuriken will quickly shoot out at enemies, smoke bombs will gently drop on the floor, and so on.



**TIP**  
Incorporate projectile weapons into your combination attacks as well. As you land deadly slashes of your sword, mix things up by pressing ● midcombo.



## Guard



### Guard: **[L]**

Second to the attack buttons in importance is the guard button (**[L]**). Without it, you will not get past the first level. With it, you will fend off feisty foes and fire back with flashy counterattacks.

Hold **[L]** to put up your guard. While your guard is up, enemies' attacks will automatically deflect off your weapon. Regardless of which direction you're facing while guarding,

most enemy attacks will be intercepted and blocked. So if an enemy attacks from behind while you're guarding, the chances of deflecting the attack will exponentially increase.



**You cannot deflect or guard all attacks! Don't lull yourself into a false sense of security by simply putting up your guard. Some projectile and exploding attacks cannot be blocked!**

## Counterattacks

**Counterattack: **[L]**, then **[R]** or **[A]** after deflecting an attack**

After successfully deflecting an attack, your opponent is momentarily open for counterattack. When a rogue Ninja lunges in for a melee attack, immediately put up your guard. After your guard deflects the hapless fool's attack, immediately follow up with either **[R]** or **[A]** to launch a counterattack.



The first blow staggers your enemy and leaves him open for a follow-up combo. Perfect this technique to always have a fighting chance...even when in a defensive posture.

## Ninpo



### Ninpo attack: **[A] + [B]**

### Charge Ninpo attack:

Shake the PlayStation  
Sixaxis controller



Ninpo are special attacks available only when you meet two conditions: You must have a Ninpo scroll chosen and enough Ki to activate it. After you meet both conditions, activate the Ninpo attack by pressing **[A] + [B]**. Once the Ninpo attack is active, shake the controller vigorously to amplify the attack and lash out at nearby scoundrels.

## Map



### View map: **[SELECT]**

### Cycle map levels: **[Left] or [Right]**

After acquiring a level map, you can bring it up whenever you choose. Locked doors are indicated by red lines blocking new areas on the map, while unlocked doors appear as blue lines. The red circle on the map is your location, and yellow arrows indicate passageways to higher or lower levels of the map.





Always use the bright blue Life of the Gods spheres as soon as you find them. This way you can keep an accurate count of how many you have or need until your next health upgrade.

Pause menu: **START**

Cycle through options: **↑, ↓, ←, →**

Select option: **X**

Exit: **●**

Bring up the Pause menu to change equipment, equip different Ninpo, or use special items. The Pause menu is your key to character customization.

1. **Equipment:** Change your melee weapons, projectile weapons, Ninpo, and accessories
2. **Supplies:** Check your items and valuables
3. **Info:** Catalogues information pertinent to your adventure
4. Currently equipped melee weapon
5. Currently equipped projectile weapon
6. Currently equipped Ninpo
7. Currently equipped accessory
8. Displays options for current menu selection
9. **Ki essence:** Shows current amount of Ki
10. **Scarab counter:** Shows amount of scarabs currently in your possession
11. **Life of the Gods wheel:** Keeps track of the Life of the Gods spheres needed for your next health increase





## PICK-UPS, ESSENCE, AND OTHER ITEMS

### Essence

After laying enemies low, you'll be rewarded with various types of essence that you can collect and use. The more powerful the foe, and the more spectacular his or her demise, the greater the quantity (and size) of essence left behind.

That being said, you'll get more essence from a Giant Bat by slaughtering it with an Ultimate Technique than you would with a Shuriken. There are three types of essence that may be left behind.

#### Yellow Essence

This is the currency of the *Ninja Gaiden Sigma* world. Use it to buy items or upgrade your formidable arsenal of weapons at the many Muramasa kiosks scattered throughout the game.



#### Phantoms

This is the essence of life: Collecting the blue spheres left in an enemy's wake will rejuvenate your flagging health. Because of this, Phantoms are very valuable.



**Don't confuse these globules of health with the life-zapping Phantoms that look remarkably similar!**

#### Red Essence

Red essences replenish your Ki level and allow you access to Ninpo attacks. Using a Ninpo attack will usually cause an enemy to release red essence, thus replenishing the Ki you just used.



### Maps



You can access in-game maps by pressing **SELECT** at any time. However, within this guide are labeled maps as well.

### Items

In addition to the essences left behind by enemies, you will encounter many items scattered across the land that will aid in your quest. While the following list is by no means exhaustive, it covers the most common articles you'll stumble across in your quest for blood.

#### Life of the Gods

Collect nine of these and your Health bar will permanently increase in size. These are very important to secure whenever the chance presents itself.



#### Spirit of the Devils

As with Life of the Gods, the Spirit of the Devils will permanently increase your Ki gauge. They're not quite as valuable as the blue orbs, but collect them whenever possible.



#### Jewel of the Demon Seal

These handy purple orbs increase the level of one of your Ninpo attacks. Careful allocation of these can mean the difference between life and death. Remember: Not all Ninpo are created equal.



#### Golden Scarab

These well-hidden gold-tinged beetles are highly valued by a fellow known as Muramasa. After gathering these Golden Scarabs, turn them over to Muramasa for a variety of rewards.







Rachel will not come across any Golden Scarabs, so don't bother looking while playing as her.

### Golden Scarab Locations

Stage	Location	#
Airship	Captain's Room	1
Airship	In the cargo room where the battle with 60 enemies takes place	2
Airship	Above gas chamber	3
Tairon	In the water trough located in the open space of the Great Gate	4
Tairon	On the second-floor terrace of the open space in front of the Clock Tower	5
Tairon	In the alley where you locate the Windmill Shuriken	6
Dworku	In the space located next to the treasure chest that contains Key of Pegasus	7
Dworku	Next to the dragon statue at the top of Drawbridge Hill	8
Dworku	At the right roadside of the T-shaped three-forked road located at the top of Drawbridge Hill	9
Monastery	In the glass of the materials room	10
Monastery	At the passage you climb using Flying Bird Flips, in the materials room	11
Monastery	Chapel—ceiling passage (monk's room side)	12
Underground of the Monastery	Initial save point room	13
Underground of the Monastery	In a niche of Garbage Bug's pit	14
Underground of the Monastery	In the dent of the passage at the graveyard of Eons	15
Hidden Underground	In the room of Bone Dragon's remains	16
Hidden Underground	Before getting on the suspension bridge	17
Hidden Underground	In the room of blue eye	18
Hidden Underground	In the room of red eye	19
Hidden Underground	Elevator room in the water	20
Tairon	Beyond the skull door	21
Tairon	Upper area of an architecture located beyond the skull door	22
Military Supply Base	Near the exit of the tunnel to military supply base	23
Military Supply Base	On top of a train in the vehicle warehouse	24
Military Supply Base	Above the room where the key to the vehicle warehouse is found	25
Military Supply Base	Atop the shaft to the radio tower, after you battle the helicopter	26
Aqueduct	In the passage located beyond the place where you beat Thunderbolt Worm	27



### Golden Scarab Locations

Stage	Location	#
Aqueduct	In the upper passage of the Hall of Balance	28
Aqueduct	In the room of the Red Tablet of the Stream Pedestal	29
Underground Waterway	Near Muramasa kiosk	30
Underground Waterway	Room of two worms	31
Underground Waterway	In the room of the Blue Tablet of the Stream	32
Underground Sanctuary	At the pillar you climb using Flying Bird Flips, located near the door to the sanctuary	33
Underground Sanctuary	In the room of continuous wall-running	34
Underground Sanctuary	Behind the dragon statue located at the upper part of the Underground Sanctuary	35
Moat of Zarkhan	In the water next to the starting point	36
Moat of Zarkhan	On the ground beyond the exit of the second spiked tunnel passage	37
Moat of Zarkhan	In the fountain in an open space in front of Triton door	38
Moat of Zarkhan	In the sunken ship	39
Hidden Underground	At the upper part of the room of Final Resting high above the coffin	40
Stadium	Behind the pillar of a room located at the stadium exit	41
Stadium	On top of the stadium's entrance gate	42
Stadium	At the upper part of the stadium	43
Zarkhan	Inside of face-shaped rock (the one facing in the opposite direction as the other two)	44
Zarkhan	In the basin of a waterfall	45
Caverns	Seesaw room	46
Caverns	In front of the entrance to Fiend Yotunfrau's room	47
Labyrinth of Zarkhan	Follow the left passage after opening the lion door	48
Labyrinth of Zarkhan	Near the floor of the Key of the Lioness	49
The Core of the Imperial Palace	Just outside the door to the core's fourth floor	50



## Scrolls

Ninja don't use spiral-bound notebooks to store information or to document valuable techniques; they use scrolls. Along your adventure, you'll find several different scrolls.

### Technique Scrolls

These scrolls contain all new combo attacks that you can add to your arsenal. Depending on your play style, these can be important and can mean the difference between life and death against some foes.



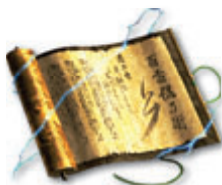
### Kunai Scrolls

You'll find these scrolls hurled in your vicinity from off-screen. Clearly, someone is looking out for you on your adventure. Contained within each scroll are important gameplay tips and information, so read them whenever you spot one.



### Ninpo Scrolls

Ninpo scrolls are just like technique scrolls. However, these add magic attacks to your repertoire. You must have red essence in your Ki gauge to activate these Ninpo attacks, so always couple these attacks with an Elixir of the Devil Way.



#### NOTE

Rachel has a similar type of magic attack that requires Ki to use. However, it is not called Ninpo. Hers are dubbed "sorcery attacks."



## Elixirs

Elixirs are some of the most important items in your bag of tricks. Though you can acquire Phantoms and red essence from fallen enemies, those enemies might not be around during a boss battle or certain parts of the game.

In those situations, you'll need elixirs to refill your Health bar and Ki gauge.

### Elixir of Spiritual Life

The Elixir of Spiritual Life refills a small, but always helpful, portion of your health. You can carry up to 10 of these at one time.



### Great Spirit Elixir

Great Spirit Elixirs completely refill your Health bar, regardless of how much your Health bar has grown. These cost more and are larger than their smaller brethren. As such, you can only carry five of these at a time.



### Elixir of the Devil Way

These red-colored elixirs refill orbs on your Ki gauge. Each bottle refills exactly one orb. You can carry five of these.



### Great Devil Elixir

Much like the smaller bottles, these refill your Ki gauge. These, however, refill every orb on your Ki gauge with every use. You can carry three of these at a time.



## Quest Items

Throughout your journey, certain areas will not be available for exploration until you find specific items or meet certain conditions. For the most part, the majority of quest items will be keys.

That does not mean, however, that a particular statue, breathing apparatus, or even weapon is excluded from the quest item category. Basically, quest items are usually single-use items.



## Character-Specific Items

Because you can play as both Ryu and Rachel, certain items are available to only one character or the other.



## Ryu's Armlets

Ryu's armlets are custom accessories that increase his natural abilities. They range from increased offensive power to higher yellow essence absorption.



You can only equip one armlet at a time.



**Armlet of the Sun:** Increases Ryu's attack power. Purchase it from Muramasa's shop for 5,000.

**Armlet of the Moon:** Increases Ryu's defensive power. Purchase it from Muramasa's shop for 5,000.

**Armlet of Potency:** Increases damage done by kick and throw techniques. Turn in five Golden Scarabs.

**Armlet of Benediction:** Increases Ryu's yellow essence absorption rate. Turn in 30 Golden Scarabs.

**Armlet of Celerity:** Decreases the time needed to charge Ultimate Techniques. Turn in 30 Golden Scarabs.

**Armlet of Fortune:** Increases Ki power buildup. Turn in 40 Golden Scarabs.

## Rachel's Earrings

Like Ryu's armlets, Rachel's earrings are custom accessories that increase her natural abilities.



You can equip only one set of earrings at a time.



**Earrings of the Sun:** Increases Rachel's attack power. Purchase them from Muramasa's shop for 5,000.

**Earrings of the Moon:** Increases Rachel's defensive power. Purchase them from Muramasa's shop for 5,000.

**Earrings of Potency:** Increases damage done by kick and throw techniques. Turn in five Golden Scarabs.

**Earrings of Benediction:** Increases Rachel's yellow essence absorption rate. Turn in 30 Golden Scarabs.

**Earrings of Celerity:** Decreases the time needed to charge Ultimate Techniques. Turn in 30 Golden Scarabs.

**Earrings of Fortune:** Increases Ki power buildup. Turn in 40 Golden Scarabs.



All earring sets can be purchased at Muramasa's shop for 2,000.



Rachel also has alternate hairstyles you can equip. They, however, don't have any special abilities.



## Dragon Statues



Dragon statues are named thus because of the floating dragon heads over them. They serve one very important purpose: to save your progress!

## Muramasa's Shop



Scattered throughout your quest are Muramasa kiosks where you can shop, upgrade weapons, and turn in your Golden Scarabs. Though the items (and prices) change depending on whether you're playing as Ryu or Rachel, the elixirs needed remain the same.

### Shop List

Item	Ryu's Price*	Rachel's Price*
Elixir of Spiritual Life	500	300
Elixir of the Devil Way	2000	400
Great Spirit Elixir	5,000	1,000
Great Devil Elixir	10,000	1,500
The Talisman of Rebirth	15,000	5,000

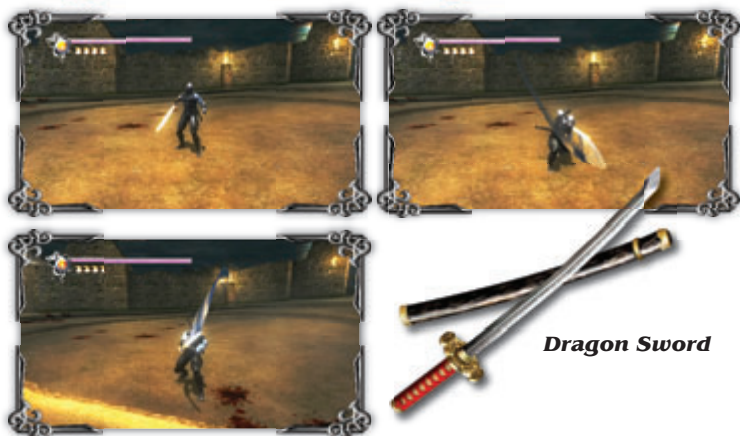
\* Prices vary depending on the difficulty setting



## WEAPONS AND TECHNIQUES

### Ryu's Arsenal

#### Dragon Sword/True Dragon Sword



Dragon Sword

Move Name	Button Combo	Lvl. to Unlock
Cromson Slash	■ ■ ■	—
Dragon Tear	■ ■ ■ ▲	4
Tiger Roar	■ ■ ▲	—
Fang of the Wolf	■ ■ ▲ ▲	2
Blade of the Dragon's Tail	■ ■ ▲ ▲ ▲	3
Fiend's Bane Kick	■ ■ → ■ ■	—
Early Winder Rain	■ ■ → ■ ▲	—
Blade of Nirrti	■ ▲ ■ ■ ■ ■	2
Blade of Nirrti	While jumping straight up ■ ■ ■	2
Izuna Drop (throw)	■ ▲ ■ ■ ■ ▲	Acquired from scroll
Windmill Slash	→ ■	—
Blade of the Undefeatable	▲	—
Haze Straight Slash	↓ + ▲	—
Extinction Straight Slash	↓ + ▲ Essence	—
Storm of the Heavenly Dragon	↓ + ▲ Essence MAX	4
Azure Dragon	→ ▲	—
Scarlet Dragon	→, ↓ + ▲	—
Blade of the Twin Dragons	→, ↓ + ▲ ▲ ▲	4

Move Name	Button Combo	Lvl. to Unlock
Violent Wind	While running, ■	—
Violent Gale	While running, ■ ■	2
Thunderclap Kick	While running, ▲	—
Flying Crane	Clockwise circle on left (ANALOG) ▲	2
Gleaming Blade	Clockwise circle on left (ANALOG) ↓ + ▲	3
Roaring Gleam	Clockwise circle on left (ANALOG) ↓ + ▲ Essence	3
True Dragon Gleam	Clockwise circle on left (ANALOG) ↓ + ▲ Essence MAX	4
Gleaming Cross	While blocking ▲	Acquire from scroll
Fiend's Bane Kick	While blocking ■ ■	Acquire from scroll
Fiend Sealer	Next to downed enemy ▲	—
Blade to the Empty Air	While jumping straight up ■	—
Helmet Splitter	While jumping straight up ▲	—
Izuna Drop (throw)	While jumping straight up ■ ■ ■ ▲	Acquired from scroll
Air Destruction Slash	While jumping forward	■
Falling Dragon Blade	While jumping forward ▲	—
Flying Swallow	While jumping toward an enemy ▲	Acquired from scroll
Flying Swallow	While wall-running ■ or ▲	Acquired from scroll
Guillotine Throw	While jumping near an enemy X + ■	Acquired from scroll
Cicada Slash	While on a wall ■ or ▲	—
Divine Cicada Slash	During a Fling Bird Flip ■ or ▲	—
Wave Reverser	While floating on the surface ■ ■ or ▲ ▲	—
Ripple Slash	While swimming on the surface ■ or ▲	—
Floating Blade	While underwater ■ ■	—
Gleaming Water Dragon	While underwater ▲	—
Reverse Wind	[L1] →	—
Wind Path	While jumping near an enemy X	—
Wind Run	X + ■	—
Flying Bird Flip	While on a wall X	—



## Dragon's Claw and Tiger's Fang



Move Name	Button Combo	Lvl. to Unlock
Tiger's Roar	■	—
Dragon's Breath	■ ■	—
Moonlight Rend	■ ■ ■	—
Transmigration Slash	■ ■ ■ ■	—
Three Robes and One Bowl	■ ■ ■ ▲	—
Mahayana Blade	■ ■ ■ ▲ ▲	—
Theravada Blade	■ ■ ▲	—
Blade of Dharma's Way	■ ■ ▲ ▲	—
Lightning Strike	■ ■ → ■	—
Double Lightning Strike	■ ■ → ■ ■	—
Triple Lightning Strike	■ ■ → ■ ■ ■	—
Bladed Wind	■ ■ → ■ ▲	3
Roaring Thunder	■ ■ → ▲	—
Thunder Slash	■ ■ → ▲ ▲	—
Rolling Thunder	■ ■ → ▲ → ■	2
Waves of Rolling Thunder	■ ■ → ▲ ■ ■	2
Roaring Thunder Cross Cut	■ ■ → ▲ ■ ■ ■	2
Rising Thunder	■ ■ → ▲ ■ ▲	2
Falling Thunder	■ ■ → ▲ ■ ▲ ▲	2
True Dragon's Breath	■ pause ■	—
Rising Dragon	■ pause ■ ■	—
Falling Dragon	■ pause ■ ■ ■	—
Zhong Kui Slash	■ ▲	—
Double Zhong Kui Slash	■ ▲ ■	—
Double Zhong Kui Slash	While jumping ■	—
Rising Zhong Kui	■ ▲ ■ ■	2
Rising Zhong Kui	While jumping ■	2
Heavenly Zhong Kui	■ ▲ ■ ■ ■	2
Heavenly Zhong Kui	While jumping ■ ■ ■	2

Move Name	Button Combo	Lvl. to Unlock
Zhong Kui Heavenly Sparrow	■ ▲ ■ ■ ■ ■	Acquired from scroll
Zhong Kui Heavenly Sparrow	While jumping ■ ■ ■ ■	Acquired from scroll
Dragon Slaying Sparrow	■ ▲ ■ ■ ■ ■	Acquired from scroll
Dragon Slaying Sparrow	While jumping ■ ■ ■ ■	Acquired from scroll
Falling Dragon Slayer	■ ▲ ■ ■ ■ ■ ■	2
Falling Dragon Slayer	While jumping ■ ■ ■ ■ ■	2
Spinning Dragon Slayer	■ ▲ ■ ■ ■ ■ ▲	2
Spinning Dragon Slayer	While jumping ■ ■ ■ ■ ▲	2
Great Dragon Slayer	■ ▲ ■ ■ ■ ■ ▲ ▲	3
Great Dragon Slayer	While jumping ■ ■ ■ ■ ▲ ▲	3
Bird and Dragon	■ ▲ ■ ■ ■ ■ ×	2
Bird and Dragon	While jumping ■ ■ ■ ■ ×	2
Zhong Kui Izuna	■ ▲ ■ ■ ■ ▲	Acquired from scroll
Zhong Kui Izuna	While jumping ■ ■ ■ ▲	Acquired from scroll
Falling Zhong Kui	■ ▲ ■ ■ ▲	2
Falling Zhong Kui	While jumping ■ ■ ▲	2
Zhong Kui Whirlwind	■ ▲ ■ ■ ▲ ▲	3
Zhong Kui Whirlwind	While jumping ■ ■ ▲ ▲	3
Fire Dragon Izuna	■ ▲ ■ ▲	Acquired from scroll
Fire Dragon Izuna	While jumping ■ ▲	Acquired from scroll
Fire Dragon Spinning Descent	■ ▲ ▲	—
Fire Dragon Spinning Descent	While jumping ■ ▲	—
Spinning Fire Dragon	■ ▲ ▲ ▲	3
Spinning Fire Dragon	While jumping ■ ▲ ▲	3
Climbing Dragon Blade	■ ↓ + ▲	—
Twin Blades	■ ↓ + ▲ ▲	—
Continuous Slash	→ ■	—
Twin Continuous Slash	→ ■ ■	—
Twin Cross Cut	→ ■ ■ ■	2
Flying Dragon	→ ■ ▲	—
Descending Dragon	→ ■ ▲ ▲	2
Blade of Earth	→ ▲	—
Blade of Heaven	→ ↓ + ▲	—
Heaven and Earth	→ ↓ + ▲ ▲	—
Fang of the Dragon	▲	—
Double Dragon Fang	▲ ▲	—
Triple Dragon Fang	▲ ▲ ▲	—



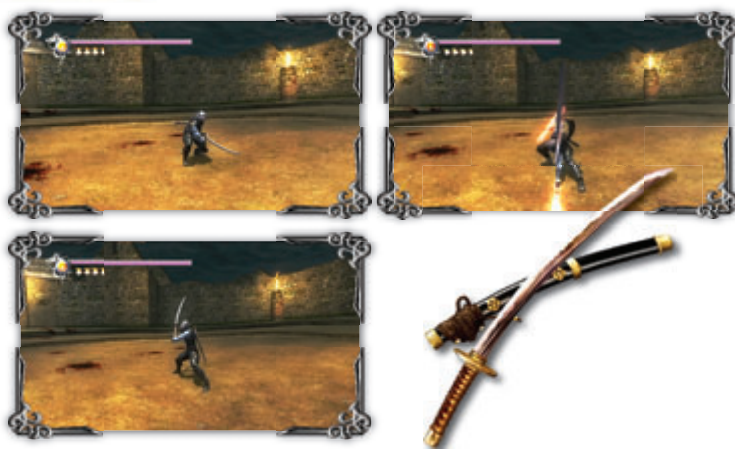
Move Name	Button Combo	Lvl. to Unlock
Swooping Dragon Fang	▲▲▲▲	—
Haze Rolling Slash	↓+▲	—
Extinction Cross Cut	↓+▲ Essence	—
Extinction Rise to Heaven	↓+▲ Essence MAX	—
Silent Gale	While running	■
Gale Cross Cut	While running ■■	2
Gale Rising Slash	While running ▲	—
Gale Falling Slash	While running ▲▲	2
Rise to Heaven	Clockwise circle on left (ANALOG), ▲	—
Sokaku's Secret Blade	While blocking ■	Acquired from scroll
Sokaku's Transection Slash	While blocking ▲	Acquired from scroll
Ground roll	Next to downed enemy ▲	—
Spin Slash	While jumping ▲	—
Whirlwind Slash	While jumping ▲▲	3
Flying Swallow	While jumping toward an enemy ▲	Acquired from scroll
Divine Hawk Flying Sparrow	While wall-running ■ or ▲	Acquired from scroll
Divine Hawk Twin Blades	While on a wall ■	—
Divine Hawk Dancing Blades	During a Flying Bird Flip ■	—
Descending Divine Hawk	While on a wall ▲	—
Spinning Divine Hawk	While on a wall ▲▲	3
Flying Bird Descent	During Flying Bird Flip ▲	—
Flying Bird Spin	During a Flying Bird Flip ▲▲	3

## Dabilahro



Move Name	Button Combo	Lvl. to Unlock
Destroyer of Armies	■ ■ ■ ■	—
Whirling Empire Blade	■ ■ ■ ■ ■	3
Flaming Hell Slash	■ ■ ■ ■ ■ ▲	3
Flaming Hell Slash	■ ■ ■ ■ ▲	—
Gleam of Heaven and Earth	■ ▲	—
Inferno Slash	▲	—
Purgatory Slash	↓+▲	—
Hundred Demons Blade	↓+▲ Essence	—
Asura Slash	↓+▲ Essence MAX	—
Flaming Inferno	→■	—
Flaming Whirlwind	→▲	—
Earth Slide	While running ■	—
Thunderclap Kick	While running ▲	—
Reigning Spiral	While blocking ■ or ▲	Acquired from scroll
Hundred Man Slash	Clockwise turn on left (ANALOG), ▲	2
Corpse Crusher	Next to downed enemy ▲	—
Fool Crusher	While jumping ■ or ▲	—
Thunderous Blade	While on a wall ■ or ▲	—
Raging Thunderous Blade	During a Flying Bird Flip ■ or ▲	—
Aqua Thrust	While floating on the surface ■ or ▲	—
Water Formation Kick	While underwater ■ or ▲	—

## Kitetsu

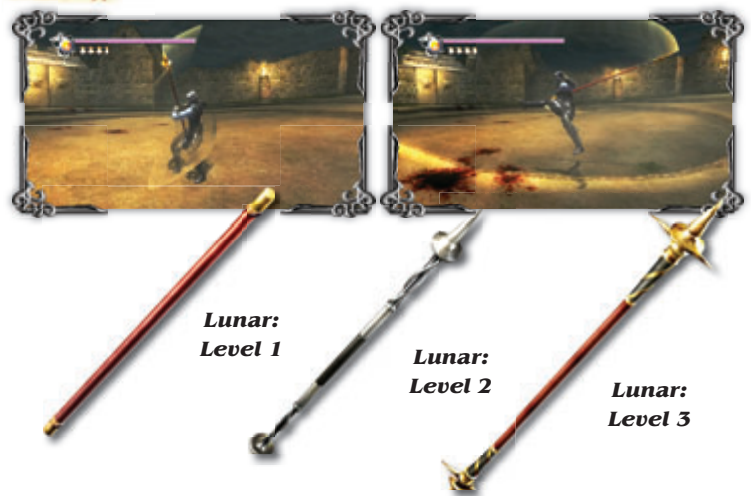


Move Name	Button Combo	Lvl. to Unlock
Dark Rain	■ ■ ■	—
Stab of Overpowering Evil	■ ■ ▲	—



Move Name	Button Combo	Lvl. to Unlock
Crazed Bones Slash	■ ■ → ■	—
Crazed Bones Slash	→ ■	—
Soul Eraser	■ ■ → ■ ■	—
Soul Eraser	■ ■ → ■ ▲▲▲	3
Soul Eraser	During Dead Soul Bind ▲	—
Soul Eraser	During Dead Soul Bind ▲▲▲	3
Blade of Nirrti	■ ▲ ■ ■ ■ ■	—
Blade of Nirrti	While jumping straight up ■ ■ ■ ■	—
Izuna Drop (throw)	■ ▲ ■ ■ ■ ▲	Acquired from scroll
Izuna Drop (throw)	While jumping straight up ■ ■ ■ ▲	Acquired from scroll
Stab of Extinction	▲	—
Haze Straight Slash	↓ + ▲	—
Extinction Straight Slash	↓ + ▲ Essence	—
Bassara	↓ + ▲ Essence MAX	—
Dead Soul Bind	→ ■ ■	—
Azure Dragon	→ ▲	—
Scarlet Dragon	→ ↓ + ▲	—
Blade of the Twin Dragons	→ ↓ + ▲▲▲	3
Beheaded Demons	While running ■ ■	—
Thunderclap Kick	While running ▲	—
Hundred Curse Slash	Clockwise circle on left (ANALOG), ▲	—
Gleaming Cross	While blocking ▲	Acquired from scroll
Fiend's Bane Kick	While blocking ■ ■	Acquired from scroll
Fiend Sealer	Next to downed enemy ▲	—
Helmet Splitter	While jumping straight up ▲	—
Air Destruction Slash	While jumping forward ■	—
Falling Dragon Blade	While jumping forward ▲	—
Flying Swallow	While jumping toward an enemy ▲	—
Flying Swallow	While wall-running ■ or ▲	Acquired from scroll
Cicada Slash	While on a wall ■ or ▲	—
Divine Cicada Slash	During Flying Bird Flip ■ or ▲	—
Wave Reverser	While floating on surface ■ ■ or ▲▲	—
Ripple Slash	While swimming on the surface ■ or ▲	—
Floating Blade	While underwater ■ ■	—
Gleaming Water Dragon	While underwater ▲	—

## Lunar



Move Name	Button Combo	Lvl. to Unlock
Raven's Strike	■ ■ ■	—
Dragon's Claw	■ ■ ■ ▲	2
Raven Light	■ ■ ▲	—
Twilight	■ ▲	—
Infinite Fury	■ ▲▲	2
Arc of the Moon	▲	—
Soul of the Crescent	↓ + ▲	—
Shrouded Crescent	↓ + ▲ Essence	—
Raven's Veil	↓ + ▲ Essence MAX	—
Lion's Rage	→ ■	—
Lion's Rage	→ ■ ■	2
Lion's Rage	→ ■ ■ ■	3
Black Widow	→ ■ ▲	—
Black Widow	→ ■ ■ ▲	2
Black Widow	→ ■ ■ ■ ▲	3
Crescent Strike	→ ▲	—
Full Moon Strike	→ ▲▲	3
Lunar Explosion	→ ▲▲▲	3
Purgatory's Rivet	While running ■	—
Twin Serpents Strike	While running ▲	—
Concealed Thrust	While blocking ■ or ▲	Acquired from scroll
Raven Stream	Clockwise circle on left (ANALOG), ▲	3
Nirmanakaya	Next to downed enemy ▲	—
Tempest	While jumping ■	—
Izuna Drop (throw)	While jumping ■ ▲	Acquired from scroll
Phantom Moon	While jumping ▲	—
Gibbous	During a Flying Bird Flip ■ or ▲	Acquired from scroll
Aqua Thrust	While floating on the surface ■ or ▲	—
Water Formation Kick	While underwater ■ or ▲	—



## Nunchaku/Vigoorian Flail




Move Name	Button Combo	Lvl. to Unlock
Dragon and Phoenix	■ ■ ■ ■ ■ ■	—
Fire Pit	■ ■ ■ ■ ■ ▲	—
Fire Pit	■ ■ ■ ■ ▲	—
Fire Pit	■ ■ ■ ▲	—
Fire Pit	■ ■ ▲	—
Wide Heavens	■ ▲	—
Cremator (Vigoorian Flail only)	■ ■ ■ → ■ ■ ■ ■	—
Dragon Slaughter (Vigoorian Flail only)	■ ■ ■ → ■ ▲	2
Running Lightning (throw; Vigoorian Flail only)	Near an enemy ■ ▲	2
Sweeping Kick	→ ■	—
Flame Wheel	▲ ▲	—
Auspicious Crane	↓ + ▲	—
Auspicious Phoenix	↓ + ▲ Essence	—
Ripping Thunder (Vigoorian Flail only)	→ ▲ ▲ ▲	2
Gathering Clouds	↓ + ▲ Essence MAX	—
Earth Slide	While running ■	—
Thunderclap Kick	While running ▲	—
Ring of Heaven Kick	While blocking ■ or ▲	Acquired from scroll
Demon Chaser	Next to downed enemy ▲	—
Sweeping Strike	While jumping ■	—
Dragon Emperor Kick	While jumping ▲	—
Red-Hot Iron Brand (Vigoorian Flail only)	While jumping toward an enemy ▲	Acquired from scroll
Red-Hot Iron Brand (Vigoorian Flail only)	While wall-running ■ or ▲	—
Guillotine Throw	While jumping near an enemy X + ■	Acquired from scroll

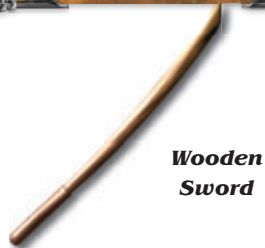
Move Name	Button Combo	Lvl. to Unlock
Hell Drop	During a Flying Bird Flip ■ or ▲	—
Mountain Crane	During a Flying Bird Flip ■ or ▲	■ or ▲
Aqua Thrust	While floating on surface ■ or ▲	—
Water Formation Kick	While underwater ■ or ▲	—

## War Hammer



Move Name	Button Combo	Lvl. to Unlock
Ram's Head Drop	■	—
Horse Head Crush	■ ■	—
Gleam of Heaven and Earth	■ ▲	—
Surging Wave	▲	—
Flaming Torrent	▲ ▲	2
Thunder Tremor	↓ + ▲	—
Rage Tremor	↓ + ↓ Essence	—
Tremor of the Heavens	↓ + ▲ Essence MAX	—
Steel Severer	→ ■	—
Flaming Whirlwind	↓ ▲	—
Earth Slide	While running ■	—
Thunderclap Kick	While running ▲	—
Reigning Spiral	While blocking ■ or ▲	Acquired from scroll
Six Paths Spin	Clockwise circle on left  , ▲	2
Corpse Crusher	Next to downed enemy ▲	—
Avalanche Drop	While jumping ■ or ▲	—
Guillotine Throw	While jumping near an enemy X + ■	Acquired from scroll
Rolling Thunder	While on a wall ■ or ▲	—
Raging Thunder	During a Flying Bird Flip ■ or ▲	—
Aqua Thrust	While floating on surface ■ or ▲	—
Water Formation Kick	While underwater ■ or ▲	—

# Wooden Sword/Unlabored Flawlessness



Wooden  
Sword



Unlabored  
Flawlessness

Move Name	Button Combo	Lvl. to Unlock
Flaming Hell Slash	■ ■ ▲	—
Flying Dragon Falling Slash	■ ▲ ■ ■ ■ ■	—
Flying Dragon Falling Slash	While jumping ■ ■ ■ ■	—
Izuna Drop (throw)	■ ■ ■ ■ ■ ▲	Acquired from scroll
Izuna Drop (throw)	While jumping ■ ■ ■ ▲	Acquired from scroll
Forest Winds and Mountain Fires	■ ↓ + ▲ ▲	—
Boulder Splitter	▲	—
Steel Splitter	↓ + ▲	—
Tempered Steel Splitter	↓ + ▲ Essence	—
Earth Splitter	↓ + ▲ Essence MAX	—
Hundred Demons Bite	→ ■	—
Flaming Whirlwind	↓ ▲	—
Earth Slide	While running ■	—
Thunderclap Kick	While running ▲	—
Reigning Spiral	While blocking ■ or ▲	Acquired from scroll
Hundred Man Slash	Clockwise circle on left (ANALOG), ▲	—
Corpse Crusher	Next to downed enemy ▲	—
Avalanche Drop	While jumping ▲	—
Guillotine Throw	While jumping near an enemy X + ■	Acquired from scroll
Rolling Thunder	While on a wall ■ or ▲	—
Raging Thunder	While floating on the surface ■ or ▲	—
Aqua Thrust	While floating on the surface ■ or ▲	—
Water Formation Kick	While underwater ■ or ▲	—

# Rachel's Arsenal

## War Hammer



Rachel begins the game with her War Hammer at maximum power.



War Hammer:  
Level 2

Move Name	Button Combo	Lvl. to Unlock
Right Fang	■	—
Left Fang	■ ■	—
Viper Bite	■ ■ ■	—
Copperhead Kick	■ ■ → ■	—
Viper Crunch	■ ■ ■ ■	—
Bare Fang	■ ▲	—
Savage Snake	■ ▲ ▲	—
Yell in Pain	■ ■ ▲	—
Max Pain	■ ■ ▲ ▲	—
High Kick	→ ■	—
Double High	→ ■ ■	—
Integral High	→ ■ ■ ■	—
Python Bite	→ ■ ■ ■ ■	—
Python Crunch	→ ■ ■ ■ ■ ■	—
High Kick Venom	→ ■ ▲	—
Double High Venom	→ ■ ■ ▲	—
Integral High Venom	→ ■ ■ ■ ▲	—
Stinger	→ ▲	—
Snake Hunt	→ ▲ ▲	—
Snake Killer	Near an enemy → ■ ▲ ▲ ■ or ▲	—
Venom	▲	—
Sidewinder	↓ + ▲ Essence	—
Jomungandr	↓ ↓ + ▲ essence MAX	—
Roll Over	Near an enemy [L1] →	—
Piercing Kick	While running ■	—
Deadly Venom	While running ▲	—
Anaconda Clutch	Clockwise circle on left (ANALOG), ▲	—
Naga's Reverse	While blocking ■ or ▲	—
Night Adder	While jumping near an enemy X + ■	—
Serpent Hammer	While jumping ■ or ▲	—
Dolphin Leap	While on a wall X	—
Roll Through	[L1] →	—
Hunter's Jump	X + ■	—



## THE NINJA PATH



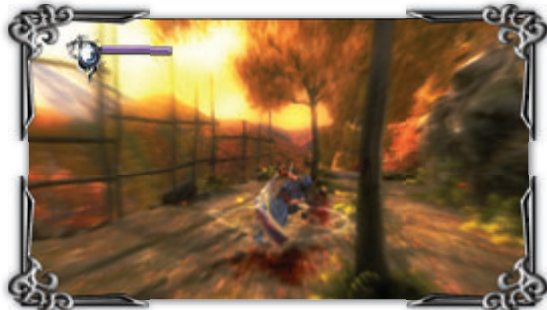
### NOTE

This walkthrough covers the game on Normal difficulty. If you die several times, the game offers to reduce the difficulty setting by asking if you wish to “abandon the way of the ninja.” Choose “yes” and confirm your choice to reduce the difficulty or “no” to continue playing in Normal difficulty mode. In Ninja Dog mode, enemies die more easily and Ayane provides Ryu with additional items. Easy mode is a good way to become familiar with the game and to improve your playing skills without having a heart attack your first time out.

### Chapter 1: The Way of the Ninja

In the mountains of Autumn, there is one who walks the path of the Ninja...

### Valley of Shadows



You begin the game in the riverbed below the Ninja Fortress. A Shadow Clan Ninja drops to the ground directly in front of you and quickly closes in to attack. Press **■** repeatedly to perform a standard sword-slashing combo, or press **▲** to perform a Strong Attack. Another extremely effective attack is the Azure Dragon. To perform this, simply tilt the movement control toward a foe and press **▲**. You bash the enemy into the air. While he's midair, press **▲** again to drive the enemy into the ground, impaling him. This attack is enough to defeat the Shadow Clan Lesser Ninja. After you defeat the first enemy, another approaches from behind your starting position.



### Legend

- Golden Scarab
- Muramasa Kiosk
- Chest
- Dragon Statue







### REVIEW YOUR TECHNIQUES!

Familiarize yourself with your available attacks by pressing **START** to open the Pause menu. Select "Equipment" and press **→** to highlight "Melee Weapons." Press **→** again to highlight the Dragon Sword, and press **▲** to view a list of techniques available when equipped with the weapon. Technique names and button combos are listed. If the technique is grayed out, then the weapon's level is not high enough, or you do not yet possess the proper technique scrolls.







On one of the Ninja's corpse is an Elixir of Spiritual Life. This item restores a little health in your Health bar. Use an Elixir of Spiritual Life by either opening the Pause menu or by pressing ↓.



Face the edge of the cliff, where the second Ninja came from; search near the edge to find a red item chest. Press ■ while standing in

front of the chest to open it and obtain another Elixir of Spiritual Life.

Finally, head down the valley and navigate up the ramping stone ledge on the left. Suddenly, a kunai knife with a pink flower flies out of nowhere and sticks into the wall on the gap's other side. This is a note from Ayane, a young kunoichi who follows you on your missions and provides several such notes with helpful tips. Jump across the gap, approach the kunai, and press ■ to read Ayane's note.



The note explains how to run vertically up walls. Jump toward the wall directly ahead and continue tilting the left (ANALOG) forward to perform a vertical wall-run. At the top, you automatically grab the ledge. Tilt the left (ANALOG) to the right to shimmy along the ledge until you reach a spot where the area above is open. Then press X to hop onto the ledge. Another kunai note from Ayane appears. Read it to learn about using first-person view. You can also press (R1) to center the camera behind Ryu. Open the chest on this ledge to obtain an Elixir of Spiritual Life.



Now face the wall on this ledge, and perform a vertical wall-run to grab the ledge at the top. Jump to get atop the ledge. Use the slanted tree trunk as a ramp to reach the level above. Continue across the ledge until more Shadow Clan Ninja drop from above.



When entering combat against multiple foes, raise your guard; then

press and hold (L1) to defend against melee and most projectile attacks. When your enemies back off a bit, press ■ repeatedly to hit a foe with a combo of attacks. Attacking a foe leaves you vulnerable to assault by other enemies. If another enemy attempts to ambush you from the side or behind, quickly break off attacking and press (L1) to defend yourself. After you knock down a foe, stand near their prone body and press ▲ to finish them off with a Fiend Sealer attack. Or, after performing a combo attack that leaves an enemy reeling, press ▲ to finish them off with a decapitating blow.

Ayane throws another kunai note, this one describing horizontal wall-running. To cross the next gap in the ledge, jump forward and toward the wall on the right. Keep the left (ANALOG) tilted in the same direction. You automatically perform a horizontal wall-run, landing on the next platform. Open the chest on this platform to obtain a Great Spirit Elixir, which completely replenishes your health. Try to save these items for dangerous boss battles.



Jump over the next gap to automatically grab the tree branch extending from the cliff wall. As you swing down behind the branch, press X to release the branch and leap forward to the next ledge.



Move around the corner to receive another kunai note from Ayane. This one explains how to perform the Flying Bird Flip to reach higher levels. Step inside the niche and face the wall on the left. Jump toward the wall to begin a vertical wall-run. Press **X** at the top of the run to kick off from the wall and flip in the air, landing on the ledge behind you.



Move down the tunnel passage and defeat three Shadow Clan Lesser Ninja. Smash the clay pots at the passage's end to release essence, then head into the niche on the left. Face the wall on the left and perform a Flying Bird Flip as before. This time, when you land on the opposite wall, press **X** to leap even higher and fly out of the shaft, landing in front of the Ninja Fortress.

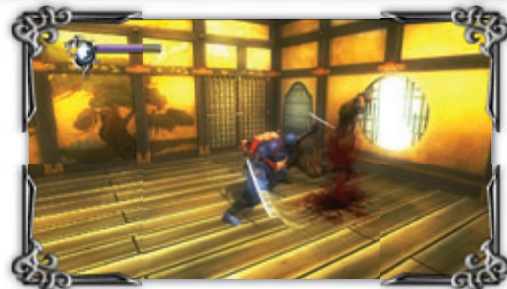
## Ninja Fortress



Approach the stairs to encounter two more Shadow Clan Lesser Ninja. Defeat them using the skills you have learned thus far. Smash the torches outside the doorway to release essence. Another note from Ayane appears, describing blocking. Head upstairs. Follow the corridor and press **■** to go through the sliding door.

Defeat the Ninja in the room and smash the pots to absorb essence. Open the chest in the corner near the entrance to obtain the map of the Ninja Fortress. View the map by pressing **SELECT** or by entering the Pause menu. To the left of the windows is a discolored portion of wall; this is a secret door into the next room.

In the tiny yellow room, the doors become blocked and several Ninja drop from the ceiling. Tilt the left **ANALOG** away while blocking to roll away from enemy groups. Then fight your way into the group from the outside by pressing **■**. Continue defeating Shadow Clan Lesser Ninja until the doors unseal. Head through the door in the room's opposite corner.



Once inside the corridor, dispatch the three Ninja who come around the corner. At the corridor's top end are several objects: two Elixirs of Spiritual Life and samurai armor that has a key in one hand. Head in the opposite direction in the corridor; go around the corner and through the sliding doors. Open the chest just inside the door to obtain a Lives of the Thousand Gods.

### Lives of the Thousand Gods

You've obtained a Lives of the Thousand Gods health increase!



**NOTE**  
Remember this "incomplete" Samurai; you'll need to return to this spot soon enough with something to complete the armor.







Slink around the corner into the room's main portion and smash the clay pots and lanterns to obtain essence. Open the chest to grab the Flying Swallow technique scroll. You can now perform the Flying Swallow by jumping toward an enemy and immediately pressing **▲**. This is a highly effective attack and may decapitate one or more enemies.



Several Ninja slash through a wall scroll hanging in an alcove. Defeat them and the three who drop from the ceiling. Go through the hole in the wall into the practice room next door.

A group of Ninja attacks when you enter the practice room. The Shadow Clan Greater Ninja throw projectiles and perform an extended combo attack. Use rolls to avoid being surrounded and press **X** to simultaneously strike multiple enemies. The Shadow Clan Greater Ninja typically release blue essence that restores lost health. After you defeat all enemies, move onto the room's raised portion and step on the trapdoor in the floor to drop into the caves below.



**A large enemy set appears each time you enter the practice room. Don't go in and out of the room unless you want to be attacked!**

## Underground Storehouse



Search the area surrounding the place where you land in the cave. Smash the clay pots you find there to reveal a treasure chest that contains a Great Spirit Elixir.



Press **●** to throw shuriken and kill the bats flying around; then head up the tunnel. Open the chest in the alcove on the tunnel's left side to obtain the Fangs of the Samurai. Then smash through the torches blocking the path and continue to the slope's top and out of the tunnel.

Perform jumps to ascend to the higher level. A kunai note from Ayane explains about using the Item window to regain health and Ki power. Jump toward the planks leaning against the platform to perform a vertical wall-run to the higher level. Make your way around the balcony. At the first corner, raise your guard to avoid ambush by two Ninja. Defeat them and continue up the ramp to a door.



Go through the doorway and open the chest on the left to obtain a Talisman of Rebirth. If you're killed, this automatically revives you once. Drop through the hole in the floor to the familiar room below.



Return to the corridor with the samurai armor and examine it again. Place the Fangs of the Samurai to complete the

faceplate, releasing the Key of Courage. Head back toward the practice room, dealing with another trio of Ninjas en route.

In the practice room, take out the same set of enemies again. After clearing the room, slash through the wall scroll hanging behind the trapdoor. Go through the hole to find a dragon statue. Use the statue to record your progress.



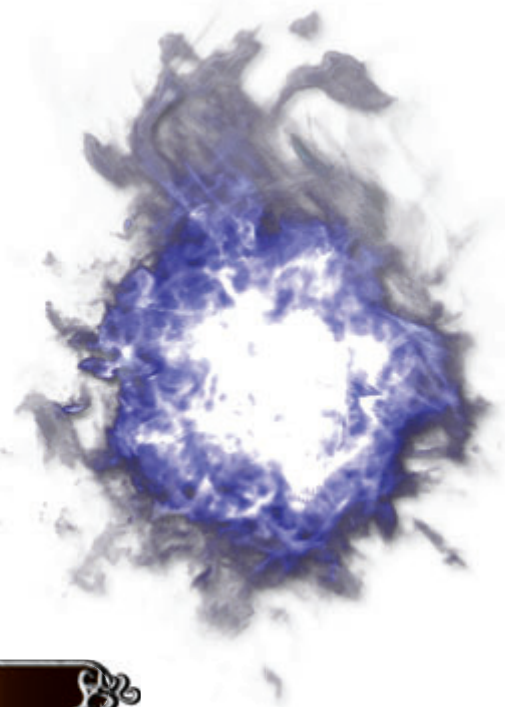




Head up the stairs and defeat two Shadow Clan Greater Ninja. Farther up the steps, Ayane's next kunai note explains how to roll while guarding. Simply tilt the left

in any direction while blocking. Continue ascending and use the Key of Courage to unlock the doors and enter the next room.

Quickly defeat the Shadow Clan Greater Ninja; you're going to need as much health as possible. Jump to the room's higher level to make it easier to survive the battle and lose minimal life. An effective strategy is to perform Flying Bird Flips off the walls and press **▲** while midair to inflict massive damage to these foes. When the room unseals, go through the doors to face Murai.



## Murai

Murai presents a difficult challenge, and he is only the first unique boss you encounter in the game! Block his attacks and don't allow him to come too close. If Murai moves within grabbing range, he seizes you, smashes you to the ground, and then performs a devastating combo that significantly reduces your health. The key is to roll to Murai's side while he is attacking, and ambush him from the side or the rear while he is vulnerable. Only use **X** to attack him, and avoid attempting anything more than a two- or three-hit combo. When Murai begins blocking your attacks or moves in close, roll away and repeat this strategy.



When Murai is near the walls, jump toward them, perform a Flying Bird Flip, and press **▲** midair to come down through Murai with a devastating slash.

Refrain from using the Talisman of Rebirth during this battle, since much stronger enemies lie ahead. Use elixirs to keep your Health bar greater than half full throughout the battle. That way, you can survive accidentally falling into Murai's grip. Smash a clay pot in the corner to obtain an additional Elixir of Spiritual Life.

Avoid becoming too eager to inflict damage to Murai. This battle is more a test of patience. Continue blocking his attacks, roll away or to the side when he moves too close, and ambush him from the sides while he is attacking to whittle away his Life gauge. The battle ends when Murai's Health bar drops to 20 percent.





## Chapter 2: The Hayabusa Ninja Village

The village is burning. Before long, Ryu hears the screams of his brethren...



### Ninja Fortress



If you have not yet done so, smash the clay pot in the corner to collect the Elixir of Spiritual Life. Then head back through the Ninja Fortress toward the Valley of Shadow.

No more enemies appear in the Ninja Fortress. Return through the empty fortress to the game's starting point. Drop to the lowest level of the Valley of Shadow, and follow the path along the bottom through the now-open doors.

### Altar



Move forward into the cave and use shuriken and sword slashes to defeat the large cluster of Giant Bats. Examine the altar to obtain the Art of the Fire Wheel Ninpo scroll. Enter the Pause menu and equip this Ninpo on the Ninpo screen. Ryu can now perform Ninpo when you press **▲** and **●** simultaneously. The Ki gauge now appears under



your Health bar, indicating the number of times you can use Ninpo attacks.

The altar sinks into the ground, revealing an elevator. Board the elevator and press ■ to descend to the lower level.

## Mountain Path



When you reach the bottom, search the area behind the elevator to find a chest containing an Elixir of Spiritual Life.

Follow the tunnel out to a ledge. Perform a horizontal wall-run using the wall on the left to cross the gap and reach a chest containing smoke bombs. Toss these into an enemy group to temporarily blind them all.



Head down the slope to encounter three enemy swordsmen. They are quite a bit more defensive than the Ninja back at the fortress. Overcome their defenses by tilting the left (ANALOG) toward an enemy, and quickly press ▲ to perform an Azure Dragon attack. Then press ▲ again while in midair to perform a Helmet Splitter, impaling the foe on the ground. Finish them off with a Fiend Sealer if needed.

Continue following the path downhill to a steep slope. As you slide down the slope, press X as soon as you are within reach of the tree branches overhead. Swing from branch to branch and then leap forward to cross the pond without falling into the water. If you fall into the water, press X to swim toward the opposite shore, then tilt the left (ANALOG) up and press X to surface and climb onto dry land.



Three swordsmen come up the hill. Use Azure Dragon attacks to take them out. Climb a ladder in this area to reach the watchtower, where a chest contains the map of the Hayabusa Village.



Continue down the slope past the watchtower until you reach the ruins of a bridge. Drop from the ledge onto the water and run across the water's surface to the other side. On the wooden platform, turn around and center the camera behind you. There is a hidden alcove on the stream's other side. Keep the left (ANALOG) tilted forward to walk on water

across the stream and into the alcove. A chest in this alcove contains a Life of the Gods. Collect nine of these, and you can extend the length of your Health bar.

Go back across the stream and jump to the higher level. Open the nearby chest to obtain an Elixir of Spiritual Life, and use the dragon statue to record your progress. Then continue up the stairs into Hayabusa Village.

## Hayabusa Village



Move through the village gate and head down the alley to the left. Search the dead body at the alley's end to obtain yet another Elixir of Spiritual Life. As you emerge from the alley, notice the row of statues at the top of the slope; one is missing a head.



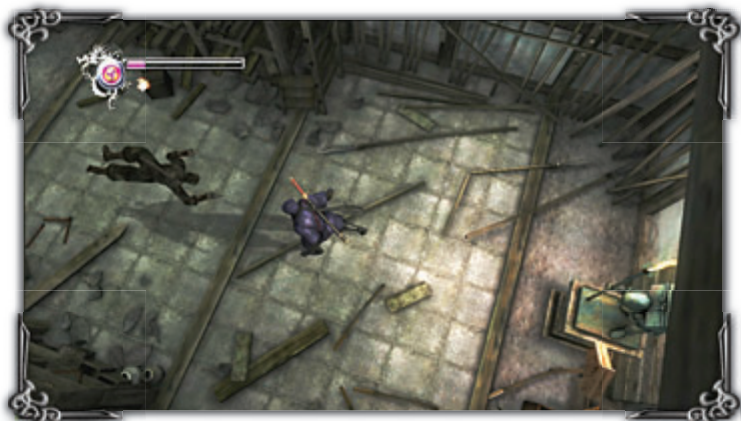


Proceed down the slope through the village to encounter a group of swordsmen and a Ninja Mage. Ninja Mages complicate the battle greatly,

throwing magic missiles at Ryu that cannot be blocked. Roll out of the way of the Ninja Mage's projectiles and focus on taking out the swordsmen. Occasionally, the Ninja Mage may materialize next to Ryu and perform a deadly combo attack with Sai. Block these attacks, then quickly counter with a combo to take out the Ninja Mage.

Clear the area, then continue to the slope's bottom. Search near another dead body to find the statue head. Return to the slope's top and place the statue head where it belongs. This reveals a Life of the Gods.

Use first-person view to spot an open window on the highest building in the village. Jump up the walls beneath this window to reach it, and jump into the building. Ryu finds Ayane, wounded but still breathing. She gives Ryu the bow.



Drop into the room below to find a statue of the blacksmith Muramasa. Here you can buy items, improve your weapons, and speak to the ancient black-

smith. But first, search the rest of the room to find an Elixir of Spiritual Life and an Elixir of the Devil Way. Then examine the statue to enter the shop. You can buy several items now. We recommend purchasing the Art of the Inferno Ninpo and a few more Elixirs of Spiritual Life. Head out the doors to the next area.

Defeat several swordsmen and Ninja Mages. When the coast is clear, examine the corpse full of arrows in the corner to obtain arrows. This corpse supplies an unlimited amount of arrows; return here whenever you have less than 15 arrows in your quiver.

Notice the plank of wood on the ground and the three targets some 20 yards away. Stand behind the wooden plank and face the targets.

Equip the bow, then press and hold **○** to draw an arrow. Tilt the left **ANALOG** to enter first-person aiming mode. Press **R1** to zoom in on the target. Center the target in your sites, and then release **○** to let your arrow fly. If you hit any of the targets in the center, essence is released. The left target releases blue essence, the bottom right releases red, and the top left releases yellow. You can discharge up to 10 essences from each target. Before heading around the corner, refill your quiver at the arrow-laden corpse.



Proceed around the corner. Ryu is trapped by fire inside a wide area. Two Samurai on horseback leap into the fray. One is a Samurai Cavalry and the other is a Samurai Horse Archer. You must knock them off their horses in order to defeat them. Run near one of the riders, jump at them, and press **X** to knock them off their





mounts. Conversely, you can stand at either end of the area and wait for the Samurai Cavalry to approach and attack. Block or dodge this attack with a roll, yielding an opportunity to counterattack with a few Strong Attacks or a quick combo inflicted from the side or behind. The archers circle the area continuously, looking for an opportunity to shoot with their extremely accurate aim. There is a niche along the wooden wall; stand there and wait for the archers to pass by, then attack them from the side and flanks. After knocking a Samurai off his horse, use Azure Dragon attacks to dispatch him.

After defeating the four riders, the flames on the area's far side abate. Leap over the wreckage to the next area. Use the Muramasa statue to replenish your supply of elixirs. Search the dead corpse on the ground to find a Great Spirit Elixir, and use the dragon statue to record your progress. Ignore the nearby stairs for the moment and go through the archway. Cross the bridge to encounter another deadly enemy.

### Samurai Cavalry

The rider is not difficult to fight. Simply wait at either end of the bridge until he charges. Block or roll to avoid his spear attacks, then attack him from the side or behind by slashing at the horse's hind legs. Avoid attacking the rider from the front, where the horse can trample you and inflict great damage. As the rider turns to charge off in the other direction, roll behind him and attack again. Use Inferno Ninpo to inflict the most damage possible.

While you are fighting the rider, Ninja Mages appearing two at a time congregate around you and attack from all sides. This can distract you from your main objective, which is defeating the Samurai Cavalry. Avoid the Ninja Mages for a short time by running to the bridge's opposite end. Ninja Mages take a few seconds to catch up to you, which leaves you alone long enough to attack the rider. Otherwise, roll to avoid their magic missile attacks and block against their Sai combos. Ninja Mages typically release blue or red energy when defeated, so wipe out a few Ninja Mages if you run low on health items.



After the battle, pick up the object glowing in the bridge's center: the Counterattacks technique scroll. With this item, Ryu can now counterattack by blocking and pressing X or ▲ when an enemy attacks. Go through the doors on the bridge's opposite side to continue Ryu's journey.





## Temple

Use the dragon statue on the side of the stairs to save your progress, then head up the stairs. A group of swordsmen and gold swordsmen descend the stairs to attack. To avoid fighting on the stairs, head past them to the flat courtyard at the top. Defeat the Ninja Mages, swordsmen, and gold swordsmen. On the left side of the burning temple is an alley; here you'll find a chest containing a Great Spirit Elixir.

Ascend the stairs of the burning shrine, and head around the corner to the left. A patch on the front of the building begins to glow, and then suddenly emits a gout of fire. This is a trap you must avoid outside the building as well as within.



Enter the building through the door on the side. Cross the blazing room and chop through the burning sliding doors. Defeat another large set of swordsmen and Ninja Mages inside the building, while avoiding fire gouts. Find the building's back door and go out to the rear courtyard. Descend the stairs.

## Doku



The greater fiend Doku has stolen the Dark Dragon Blade! You do not have to win this exhibition battle; the game continues if you are defeated. Doku repeatedly tries to impale you with the Dark Dragon Blade. If he succeeds, the battle ends immediately, regardless of your remaining health.



Avoid his sword swings and grab attempts at close range, each of which is predicated by a sharp growl. When at medium range, Doku may stab the Dark Dragon Blade into the ground, creating a wide, damaging aura. Stay away from this glowing circle of light.

Successfully attacking him with Ryu's limited moves list and Level 1 Dragon Sword is nearly impossible. However, you can inflict damage with Flying Swallow attacks. To do this, jump toward Doku and immediately press **▲**. Doku is extremely effective at deflecting these attacks, and they cause only minor damage. But still, it's better than going down without a fight!



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



## Chapter 3: Skies of Vengeance

The Hayabusa Village has burned and the Dark Dragon Blade is gone. Ryu has stowed aboard an airship headed for the Vigoor Empire. His goal: vengeance...

### Living Quarters



Check the table in your quarters to find an Elixir of the Devil Way. Use the dragon statue in this room to record your progress, then enter the corridor.

Note the room at your end of the corridor. It is sealed and requires an ID card to enter. Inside the room directly across the hallway is an Elixir of Spiritual Life.



Head up the corridor and enter the room on the right. A note from Ayane is on the table, advising you to strengthen your weapon. Open the chest in the corner to obtain an Elixir of Spiritual Life.

#### Legend

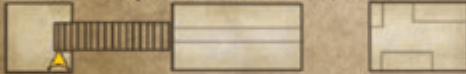
-  Golden Scarab
-  Muramasa Kiosk
-  Chest
-  Dragon Statue





Return to the corridor and enter the room across the hall. Open the chest here to obtain the Airship map. As you walk away from the chest, a Vigoorian guard rappels into the room and a second guard storms through the door. These foes are quite a bit tougher and attack more frequently than those you've previously encountered. Avoid letting these enemies get too close, or they perform a devastating grab attack. Use Azure Dragon attacks to knock them off their feet, then impale them while they're down. Another effective attack is to jump off the wall and perform Strong Attacks from above.

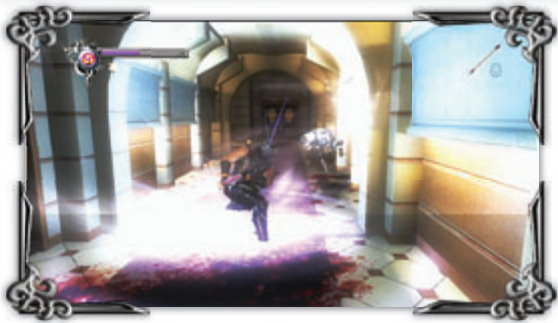
Gas Compartment Passageway 1F



Gas Compartment Passageway 2F







Return to the corridor and enter the last room on the right to find an Elixir of Spiritual Life. Then continue to the corridor's end and take on a large group of Vigoorian guards. After you defeat all the enemies, the Wing Key appears in the corridor's center. Use it to unlock the door to the main deck.





## Main Deck

Head down the ramp and into the room's center.

Defeat the small group of Vigoorian guards who enter the room via the windows. There are spiral staircases to either side.

Descend the stairs on the right to find a dragon statue where you can save your game. The two doors in this area are locked and require the ID card. Return to the upper level and descend the other spiral stairs to find a Muramasa statue. At the shop, you can now upgrade the Dragon Sword to Level 2. Do this before purchasing anything else.

Now return to the main deck and face the doors at the back. The double doors in the center are locked. Go to the left side and through the door to find a treasure chest containing a Life of the Gods. Then head back through the main deck to the door on the airship's opposite side, where documents are scattered about the room. Go through the next door in this tiny room into the crew compartment.

## Crew Compartment



A small squad of Vigoorian guards awaits you in this tiny room. One enemy always approaches within close range while the others stand back and fire guns. Repeatedly jump off the walls in the corner and press **▲** to attack from above. One by one, you can eliminate the guards fairly easily while sustaining a minimum of damage.



Go through the other door into the corridor. The door at the far end is locked; go through the wooden door on the passage's opposite side.



**TIP**  
Because the crew compartment is a small area, smoke bombs are especially effective. Use one or two during the fight to even the odds a bit.



**CAUTION**  
Be very careful in this tiny compartment. Guards are quick to sneak up and grab you from behind!

Inside the small office is a golden object; this is the Golden Scarab. Check the desk in the room's center to read a memo about the ship's doors and the power situation. Check the desk's outer end to obtain the map of Tairon, the upcoming stage. Now board the elevator in the room's corner and descend to the lower level.



### Golden Scarab

You obtained a Golden Scarab!



## Fore Cabin



Run through the small, U-shaped navigation room to find another elevator. Press the button inside to descend another level.



You emerge in the helm room, where several enemies are located; defeat the first two before more leap in through the windows. After you defeat those, one more comes down in the elevator.



After dispatching all enemies, pick up the glowing object in the room's center—this is the ID card. You may now unlock many new doors on the airship, including the one in the helm room. Inside the tiny room behind the door, a chest contains the Dragon's Claw and Tiger's Fang. These dual swords pack some mean combos!

### Dragon's Claw and Tiger's Fang

You obtained  
Dragon's Claw and  
Tiger's Fang!



Take the elevator back up to the previous level. Use the ID card to open the door near the elevator's landing point, which leads to an interior corridor. Defeat two Vigoorian guards and proceed through the next door to the room at the bottom of the spiral staircase with the dragon statue. Save your game while you have the chance.



Ascend the spiral stairs up to the main deck, and head back to the living quarters. This room presents a significant challenge. If you can defeat 60 Vigoorian guards, including captains and grenadiers, a Lives of the Thousand Gods appears in the room's center. To make things easy, equip the Dragon Sword and move to a corner of the room. Repeatedly perform Flying Bird Flips off the wall and press ▲ to attack enemies from above. Enemies continuously move beneath Ryu, lining up for the slaughter. You sustain a minimum of damage in the process. Afterward, jump to the top of the crates stacked at the back of the room to obtain a Golden Scarab.

Return to the main deck and descend the spiral stairs to the area with the dragon statue. Save your game, then use the ID card to open the door on the left. Cross the exterior walkway to the next room.

### Middle Cabin



Check the crate on the left to find an infinite supply of arrows. Smash the five smaller crates near the back of the room to release yellow essence.



Use the winch in the corner to start lowering the cargo door. A squad of guards interrupts your efforts. Defeat them and then return to the winch and finish lowering the door.







Avoid striking any of the barrels, which are explosive.

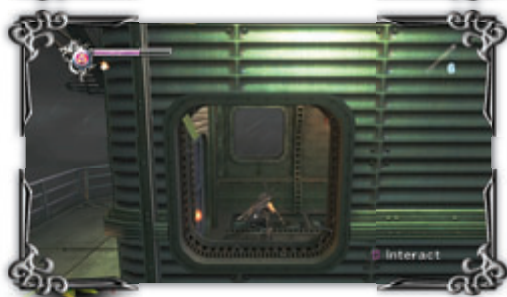


Use the bow to snipe the two Vigoorian guards on the opposite walkway. Then jump up and grab the cable extending across the gap and shinny to the other side.



If you're handy with the bow and arrow, aim for the explosive barrels behind the Vigoorian guard across the gap and save on arrows.

## Aft Cabin



Head to the back of the ship and take out another Vigoorian guard clad in gray. Follow the walkway back toward the ship's front to find a chest containing an Elixir of Spiritual Life. Near the point where you fought the last guard is a taped-up window. Jump up and attack to smash the window, then jump through into the power supply

room. Smash the three large pieces of equipment in this room to disable the ship's power; this unlocks all previously locked doors.



Be careful on your way out of the small control room. Your actions have alerted nearby enemies, and they come rushing to destroy you.



Return to the room at the bottom of the spiral staircase; save your game at the dragon statue. Head up the spiral stairs to the main deck, and go through the corridor in the

crew compartment to the door at the far end, which was locked previously. The door is now open, and you may proceed up the stairs to the gas compartment passageway.

## Gas Compartment Passageway

Block to deflect the gunshots of Vigoorian guards positioned at the top of the stairs. While blocking, tilt the left  forward to roll up the stairs. Attack when in close range of the guards and hack them up.







Turn around and use the chain-link fence on the right to reach the level above. Defeat three Vigoorian guards on this level. Notice the tall cargo

container against the wall to the left. Jump atop this platform, then perform a Flying Bird Flip off the wall to reach the level above. Search this tiny space to find a Golden Scarab, then drop back to the level below.

Head toward the front of the airship; open a chest on the right to obtain a Great Spirit Elixir. Then proceed through the doorway and block the attacks of two guards

near the back who open fire. When they reload their pistols, jump from platform to platform across the gap to reach their area. Defeat them both, as well as the third guard who drops from above.



Continue to the passage's end and go around the corner to find a platform. Jump onto the platform, then perform a Flying Bird Flip off the wall to reach the level above. Save your game at the dragon statue. Cross the catwalk and carefully defeat two Vigoorian guards while avoiding falling back to the level below.



At the catwalk's end is a ladder leading to the airship's upper deck. However, the top hatch is sealed. There is a corridor on the right-hand side of the ladder's shaft; you must perform successive Flying Bird Flips from the bottom to reach it.

Face the shaft's left wall and perform a wall-run; then press X at the run's top to leap from one wall to the other. Repeatedly press X to leap into the side passage. Throw the lever in this side passage to unlock the hatch. Then drop to the shaft's bottom and climb the ladder to the upper deck, where a terrible foe awaits.



### Dynamo



Wait for Dynamo to begin charging up a beam attack, indicated when his arm cannon begins to glow. Then run in and perform a Violent Gale attack (press **■** twice while running) to damage him and interrupt his attack. Leap away before he gets a chance to swat at you. Repeat this strategy until you defeat the boss. Occasionally he may erect a force barrier, which damages you if touched. If you cannot approach the boss, circle around the area to avoid fire from his cannon arm.

As you run around him, circle in toward him, closing the gap until you're within striking distance. Slash at him once or twice (at most) before immediately backing away and dodging his attack. Once his health dwindles to less than 25 percent, execute a few Flying Swallow moves to finish him off.





## Chapter 4: Imperial City Infiltration

Ryu has escaped from the crash of the airship. Spread out before him is the city of Tairon, capital of the Vigoor Empire...



to learn about Han's Bar, your destination in the imperial capital. Use the dragon statue to record your progress, then jump over the building's side to tackle three MSAT Soldiers on your way down the winding slope. A horizontal wall-run followed by a Strong Attack helps immensely.

### Twin Serpents Plaza



### Entrance to Tairon



You crash-land in the imperial city and escape unscathed. It's time to bring the fight directly to the MSATs (Mechanized Special Attack Team). After dropping from the tower, read the note from Ayane



**NOTE**  
Upon entering the Twin Serpents Plaza, examine the pedestal near the monument. It's missing something....

Go through the blue archway and use a horizontal wall-run to surprise three MSAT Soldiers in the alley. Then proceed through the door to the military gate area.

#### Legend

-  Golden Scarab
-  Muramasa Kiosk
-  Chest
-  Dragon Statue



## Military Gate

Head left from the entrance to find a corpse holding the Guillotine Throw technique scroll. While jumping toward an enemy, press **■ + X** to seize them by the head and throw them.

Head toward the military gates to find a corpse covered in arrows; take these, then dash toward the plaza gate, which has one orange stone. The gate locks, and several MSAT Soldiers drop into the plaza. One of them totes a grenade launcher, so take him out as quickly as possible. After killing four guards, go through the orange-stone gate.

As you enter the next passage, guard yourself to deflect enemies' bullets. Crush the three enemies in the passage, then examine the gate bearing the skull. This requires the Skull Key, which you find in a later stage.



Head down the passage and around the corner to the right. After another right turn, examine the clay pot in the alley's center to obtain the Lunar. This is a bo staff, which you can upgrade to a large two-headed spear. Utilizing it requires some skill. Open the nearby gate leading back to Twin Serpents Plaza.

Return through the passage you

just opened. New enemies appear at the intersection on the route. Defeat them, then go down the stairs on the right. Upon reaching the street at the bottom, head left to find a chest containing the Stone Tablet (top). This is one of three pieces you must set into the pedestal back in Twin Serpents Plaza.

### Lunar

You've obtained the Lunar!



Follow the street down the slope until you come to an open area. A kunai note from Ayane flies into the beam opposite your entrance point. However, do not enter. Two MSAT Soldiers act as snipers in this area and can really crank out the bullets. Stand just behind the corner and use the bow to snipe the guard positioned diagonally across the area. Next, move in a little farther around the corner and take out the other sniper. The sniper closest to you is an easier target; save on arrows and take him out with shuriken.

Now you can examine the note from Ayane, which points out the blue-colored features of the environment. Tilt your left **ANALOG** toward the blue beam where the note landed, and you'll flip over the beam and hang. Shiny to the right to reach an alcove. Jump into the alcove and open the chest to obtain a Life of the Gods. Then shiny back to your previous location.

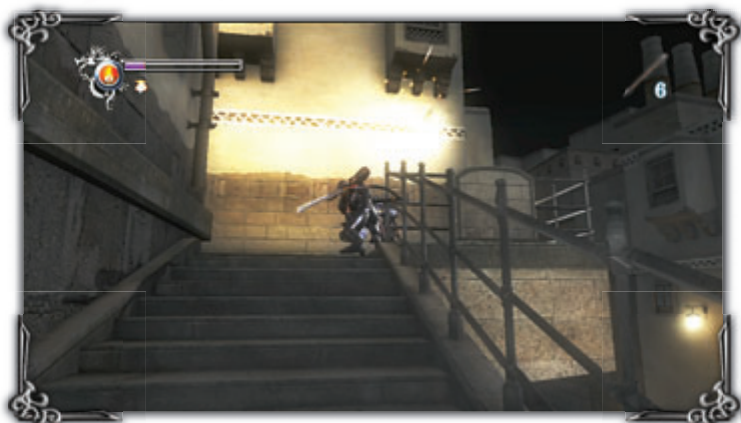
Notice a blue beam running along the wall above the stairs. Perform a vertical wall-run to grab the beam, then shiny left until you reach the first sniper's perch. Drop onto the balcony, then jump up to grab the cable that runs horizontally over to the second sniper's perch. Shiny over there and open a chest containing a Lives of the Thousand Gods. Access the Pause menu to use this item to extend your Health bar.

### Lives of the Thousand Gods

You've obtained a Lives of the Thousand Gods health increase!







Two more enemies appear near your entrance point. Ascend the stairs and deal with them. Now drop back to the bottom level and search the corpse at the area's top to obtain the Nunchaku. Tairon is brimming with weapons today! Before leaving, note the wooden door bearing a lily symbol at the area's bottom. Remember this door for later. Save your game at the dragon statue, then proceed around the corner and go through the wooden gate marked with two yellow stones.

## Nunchaku

You've obtained  
Nunchaku!



## Clock Tower Plaza

Across from your entrance point is a large gate inside a blue doorway with several stones arranged to look like a large eye. Examine this locked door, then walk away to receive another kunai note from Ayane.

Return to the eye door, and continue down the street. Go through the archway on the right and up the stairs. Take out the three MSAT



Soldiers in the stairwell, trying to keep your Health bar full. When you round the corner to the staircase, execute a Flying Swallow to decapitate the first two guards. As you land, you'll be well within striking distance of the third guard. Make short work of him with a few combos and absorb any essence that remains.



If you're running low on yellow essence (or even health), revisit the stairs and repeatedly take out these three guards for more essence.



Continue up the stairs to the clock tower's base. While crossing through the area, three Black Spider Clan Ninja drop from above. These enemies are dangerous, as they attack frequently and ferociously. Use counterattacks by pressing ■ or ▲ as soon as you deflect an enemy's melee attack. It is also

effective to perform a Flying Bird Flip off the wall and press ▲ to attack; however, you should block immediately afterward to deflect imminent counterattack.

Through the archway in the corner of this elevated patio is a chest containing a Spirit of the Devils. Use this item to increase your Ki gauge by one unit.

## Spirit of the Devils

You've obtained a  
Spirit of the Devils  
Ki increase!



Drop back to street level, and head down the street until you spot the front of Muramasa's shop. Go inside to speak with Muramasa. At the shop list is the Izuna Drop

technique scroll (which is well worth purchasing) and the guide map to the capital of Vigoor, which lays out the various stages of the city. Restock on Elixirs of Spiritual Life, since these are hard to find in this stage.





After visiting Muramasa, exit the shop and continue toward the gate containing five green stones. The area suddenly seals off and enemies appear in the middle of the street. Backtrack and take them out, avoiding damage from the MSAT Grenadier. After you clear the area, the gates unlock. Go through the green stone gate to the next area.



Read the note from Ayane concerning the Black Spider Clan Ninja. Then examine the water trough in the alcove just beyond that point to find a Golden Scarab.

#### Golden Scarab

You've obtained a Golden Scarab!



Storm down the passageway across from the water trough, and follow the corner to the right. In this tiny alley, perform a vertical wall-run and a Flying Bird Flip using the wall on the left to leap through the archway high on the right. Upon dropping into the enclosed area, take out a group of Black Spider Clan Ninja who drops from the ceiling. The close quarters make it hard to navigate, so jump off the walls and attack to inflict damage. After you clear the area, examine the chest in the alcove in the corner to obtain a huge amount of red, yellow, and blue essence. Unlock the gate from inside to return to the main area.



If you go into the Great Bridge Square, several Black Spider Clan Ninja ambush you. Stay away!



As you run away from the green stone gate toward Great Bridge Square, deviate into the fenced-off passage to the left. Defeat two Black Spider Clan Ninja who appear, and then run left into a small niche. Wall-run up the wall to the left and perform a double Flying Bird Flip to reach the ledge above.

Jump across the first gap, and then horizontal wall-run along the wall to the right to cross the second gap. Go through the door to return to the Clock Tower Plaza's upper balcony area.







Examine the Ninja's corpse in the passageway to obtain Suke's Diary, which details the appearance of a beautiful young woman who Ryu may soon encounter. Collect the Golden Scarab at the next corner, then continue following the balcony until you drop onto a lower platform. Open the chest to obtain a Great Devil Elixir, which restores all of Ryu's Ki power. Then pull the blue lever on the balcony to unlock the gate with the eye design.

Drop to street level and take out a squad of MSAT Soldiers lying in wait, then go through the gate with the eye design.



## Pleasure Street

Proceed down the street and take out a trio of Black Spider Clan Ninja. Afterward, continue to the intersection to Han's Bar.

MVAPs (Mechanized Vehicle Assault Patrol) suddenly attack you in the street outside the bar. When they ride toward you, it is impossible to block the damage inflicted by collision. Occasion-

ally a rider may stop to open fire with a gun, at which point you may perform a Flying Swallow to attack them. You can also use a Ninpo attack. Activate the Ninpo and release it (by shaking the controller) when both bikers are nearby. The attack takes them both down with minimal fuss or muss.



If you can't use a Ninpo attack, you can knock them off their bikes. Just leap toward a biker and press  $\blacksquare + \times$  in midair to perform a Guillotine Throw. When successful, this immediately pulls the rider off his bike and allows you to dispatch them with normal attacks.



After you decommission the two bikers, grab the Lily Key glowing in the street's center. Soon after you collect this, all hell breaks loose at the bar. Meet Rachel...



## Chapter 5: The Fiend Hunter

Searching for the whereabouts of her twin sister, Rachel the Fiend Hunter heads alone to the Dworku Monastery. She senses the presence of fiends lurking in the shadows...



### NOTE

Though Rachel's not new to *Ninja Gaiden*, the ability to control her and experience the adventure from her point of view is new. During this chapter, you will take control of Rachel the Fiend Hunter.

From here on out, watch for chapters that begin with a "Rachel Chapter" note box. This means you'll be controlling Rachel instead of Ryu.

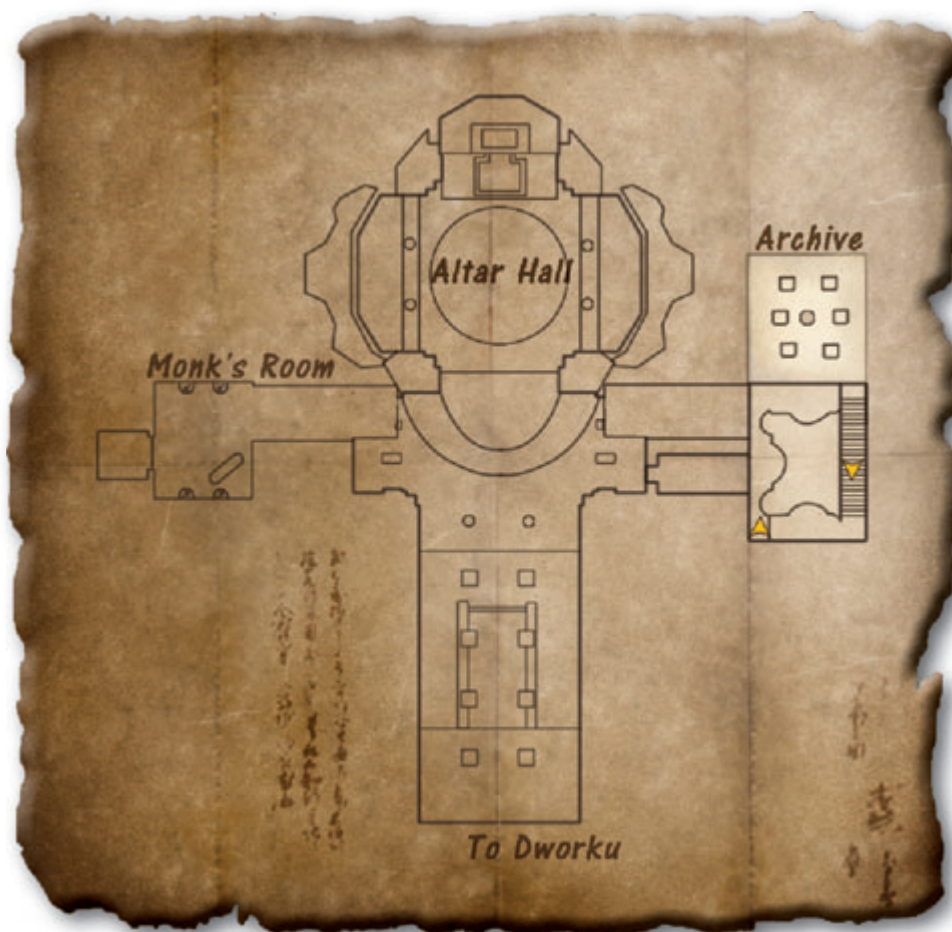


### Legend

-  Golden Scarab
-  Muramasa Kiosk
-  Chest
-  Dragon Statue







## Monastery Inner Clearing



After meeting with Ryu at Han's Bar, it's time to explore the city. First, turn around and use the dragon statue in the corner to save your game; then head toward the stairs to encounter a trio of MSAT Soldiers. Equipped with the war hammer, your standard combo is quite effective against most enemies. Simply press **■** repeatedly to bash up foes.



Continue up the stairs and down the long street. Around the corner, you encounter more guards and a flying gun drone. Block the drone's gunfire until it sinks to your level, then take it out with a single attack. If the drone takes too long to drop, use a leaping attack as you would with Ryu.

Continue down the street and veer down the narrow alley on the right. A chest here contains a Great Spirit Elixir. Next, leave the alley and head down the street to Monastery Plaza.

## Monastery Plaza



A couple of guards drop into the plaza on your right, and another MSAT Grenadier appears on the opposite side. Use standard combo attacks to defeat the guards, then jump over to the MSAT Grenadier and smash him up. The monastery gates are locked, so head up the stairs, out of the plaza.





Head around the corner to the left, past the Muramasa statue until MSAT Soldiers drop into the street. Defeat them all, and a shiny object appears in the middle of the road—the Dworku Monastery Key. Pick it up.



Muramasa offers a different shop list to Rachel, with some items at greatly reduced prices. Rachel can spend large amounts of yellow essence on various earrings that boost her abilities.

Head back to Monastery Plaza and move toward the door. Several Fiend Shadohs teleport into the plaza. Defeat them all using Rachel's standard combo and the occasional counterattack. Then use the Dworku Monastery Key to unlock the gates.



Inside to the right is a dragon statue, but several enemies are fast approaching. Take out another group of Fiend Shadohs, then grab an Elixir of Spiritual Life from the corpse at

the corner of the monastery entrance. Open the treasure chest at the courtyard's far end to obtain another Elixir of Spiritual Life. There is a Muramasa statue inside the small building nearby if you need it.

Use the dragon statue to save, then enter the monastery.

## Altar Hall



Head up either ramp and open the chest at the top to obtain an Elixir of Spiritual Life. Continue into the hall to encounter another troop of Fiend Shadohs, then enter the alcove under the archways to the left to find a chest containing another Elixir of Spiritual Life.

Go through the door on the opposite side of the altar hall, under the archways.



## Archive

Defeat a large group of Black Spider Clan Ninja on the ground floor. Then ascend the stairs to the second level and navigate around the balcony to the side where the two portraits stand. Examine either portrait to complete this short chapter.





## Chapter 6: The City of Fiends

Tairon is full of mysteries: strange creatures called fiends and Rachel the Fiend Hunter. However, Ryu still has no clues to the whereabouts of Doku...



### Han's Bar



After meeting with Rachel and Gamov on the bar's roof, open the treasure chest to obtain the Lily Key. A note from Ayane instructs you to head toward the Dworku Monastery across the drawbridge. Use the dragon statue to record your progress, then drop through the hole in the roof to the interior level below.





Go through the door to the ladder's right to find a chest containing an Elixir of Spiritual Life. Then go back inside and down the ramp, taking out a squad of MSAT Soldiers along the way.



Beyond the door at the ramp's bottom is a chest containing yet another Elixir of Spiritual Life. Follow the corridor and take out another group of guards, then descend to the bar level. Examine the bar to find an Elixir of the Devil Way and a map of Dworku.



Exit the bar and take out the group of MSAT Soldiers in the street. Two MVAPs suddenly attack. Take them out with a Ninpo attack or strike them off their

bikes with well-timed Flying Swallow attacks. Once they're off their bikes, run your blade through them. After you dispatch the bikers, the blue wall blocking the alley disappears.

Turn your attention back down the street, away from Han's. A kunai note from Ayane appears in an alley. Notice the horizontal blue lines going down the alley. Perform a series of horizontal wall-runs down the alley, leaping from one wall to the next, to reach a high ledge. There you'll find the Windmill Shuriken inset on a pedestal. There is also a console icon; this fully restores health and Ki energy. At the back of this same alley, a Golden Scarab lies on the ground.



Return to the Clock Tower Plaza, and immediately take out the three soldiers to the left of the eye gate. Go through the gate with two yellow stones to the area with snipers. Use the Lily Key to unlock the gate on the lower level, and proceed down the passage.

### Windmill Shuriken

You've obtained the Windmill Shuriken!



### Golden Scarab

You've obtained a Golden Scarab!



Three MSAT Soldiers lie in ambush. Defeat them, then head around the corner to find...a dead end. Backtrack up the alley a ways to receive a kunai note from Ayane, which explains how you can reach the higher level by performing a continuous wall-run using two or more walls.

Face the corner across from the ledge, perform a horizontal wall-run on the right-hand wall, jump to the next wall, and wall-run up to the ledge. Open the chest on the ledge to obtain an Elixir of Spiritual Life.

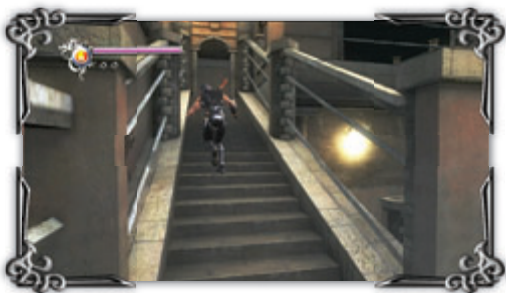
## Moat Road

Follow the passage until you encounter three Black Spider Clan Ninja. Defeat them using counter-attacks, then proceed down the path and into the tunnel. Notice the gate in the tunnel that is marked with a Pegasus symbol.





Continue down the tunnel to a courtyard. Use the dragon statue to record your game, then head up the stairs to Drawbridge Square.



## Drawbridge Square



Quickly enter the courtyard and defeat the two MVAPs. The drawbridge is raised, preventing you from proceeding. In the square, go through the gate with one blue stone.



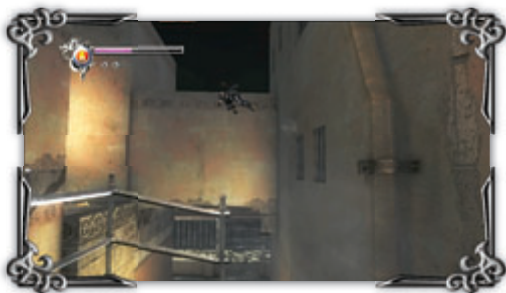
Follow the alley up the slope. Block against gunfire coming from the alley's end—roll forward to reach the enemies and dispatch them, or wall-run after

blocking the gunfire to avoid taking damage. (Note the archway with the glowing red crack.) Open the treasure chest in this area to obtain the Key of Pegasus.



**CAUTION**  
If you fall off the bridge before getting the Key of Pegasus from the red chest, you must return to the beginning of Moat Road and face a fresh set of enemies. That means you'd have to face the Black Spider Clan Ninja, MVAPs, and armed MSAT Soldiers a second time!

After grabbing the Key of Pegasus from the chest, edge out to the bridge's other side. The left wall sports another Golden Scarab; wall-run on the right wall and jump into the niche in the left wall to grab the scarab.



Drop from either side of the bridge and follow the passage back into the tunnel where the gate with the Pegasus insignia lies. Defeat another group of Black Spider Clan Ninja and use the Key of Pegasus to unlock the gate. Pull the lever in the alcove to lower the drawbridge in Drawbridge Square.

### Golden Scarab

You've obtained a Golden Scarab!



use the lever on the opposite side to raise it. Follow the path into the next area.

Follow the tunnel to the dragon statue and save your game. Then ascend the stairs and take out the enemies in Drawbridge Square. Cross the drawbridge, and

## Drawbridge Hill

Follow the stairs to the hill's top and defeat the three Black Spider Clan Ninja that appear. Enter the alcove where the dragon statue lies; examine the niche on the right to obtain a Golden Scarab. Then save your game.





Exit the niche and head down the hill to the left. As you follow the street, watch the niches to the left; you spot a Golden Scarab and a chest containing an Elixir of Spiritual Life. Follow the street out to Monastery Plaza.



### Golden Scarab

You've obtained a Golden Scarab!



### TIP

Before heading into the Monastery Plaza, stop by the Murasama kiosk just before the stairs. Stock up on Elixirs of Spiritual Life and turn in your Golden Scarabs.

## Monastery Plaza



The gates close, sealing you in the plaza with a squad of soldiers who drop into the east corner. Take them out to unseal the area. Focus on the MSAT Grenadier first, then take out the second black-clad guard.



The monastery gates are locked, so head down the passage to the left. Three Black Spider Clan Ninja drop into the street around you. Use



patience and several counterattacks to defeat them. Afterward, open the chest in the small side alley to obtain a Great Spirit Elixir. Then head around the corner to face another group of three Black Spider Clan Ninja. This enemy set respawns every time you come around the corner; don't let them drive you too far out of the area or you may have to fight the same enemy set twice. When the area is clear, follow the street to the monastery annex.

## Monastery Inner Clearing



Proceed past the clearing's halfway point. A group of MSAT Soldiers speeds into the plaza on motorcycles with sidecars. Stay on the move and use Flying Swallow attacks to decapitate the guards in the sidecars first, then treat the others as you would any bike-riding guard.



After dispatching the bikers, you must take out three red reptilian fiends. Stay away from their front side, or they tackle you to the ground and inflict serious amounts of damage. Roll behind the fiends or slash past them with a Flying Swallow attack from behind. Tilt the left  toward a fiend and press  to inflict considerable damage. Use Flying Bird Flips to leap over them and drive your sword into them as you come down. Stay on the move and always keep them in your view.



Don't allow the three Fiend Gahrulas to surround you! Always keep the three facing your blade.





## Fiend Hydracubus



From a distance, jump toward the Fiend Hydracubus and press **▲** to hit one of the two tentacles jutting from its body. Repeat this attack until you sever the tentacle. Then attack the other tentacle in a similar fashion until it falls off. At this point, the creature's eyes should open, weakening its impenetrable body. Hold **▲** to absorb essences released by the tentacles, and immediately release the button to launch a powerful Ultimate Technique.



The Fiend Hydracubus has three attacks. The first is a tentacle swipe, where he lashes at you with his tentacles. Use evasive rolls to avoid it. The second is a bit more devastating. The creature swipes at you with a tentacle, picks you up by your ankle, and thrashes you about like a rag doll. Avoid this attack by leaping away when it swipes. The Fiend Hydracubus doesn't unleash this last attack until it's about to die. When its health is less than 25 percent or so, it spews easy-to-dodge acid balls. Just watch for them and run out of their range.

Though its tentacles regenerate, its attacks are easy to avoid, so continue chopping off tentacles and sticking your blade in the Fiend Hydracubus's eyes to kill it. Repeat the entire strategy again once or twice more to finish the creature off.



## Chapter 7: The Monastery

It is said that there is a secret path leading to the Palace of Zarkhan underneath the Dworku Monastery...

### Monastery Annex



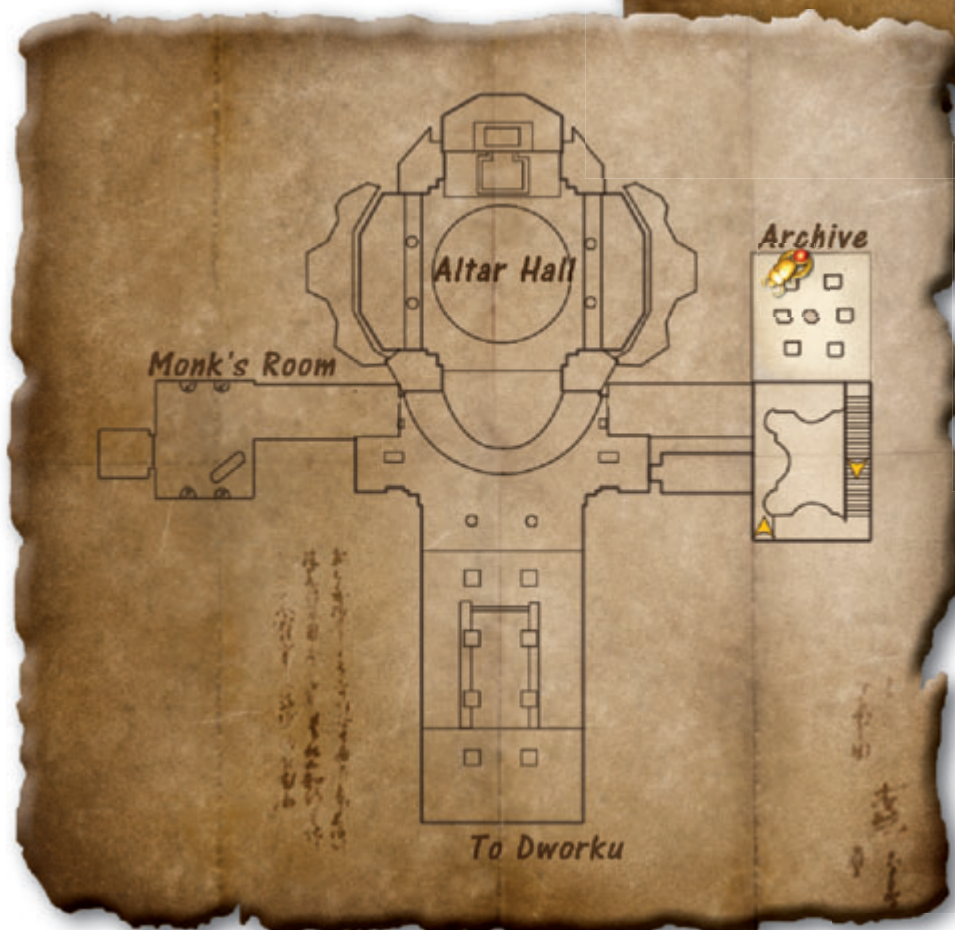
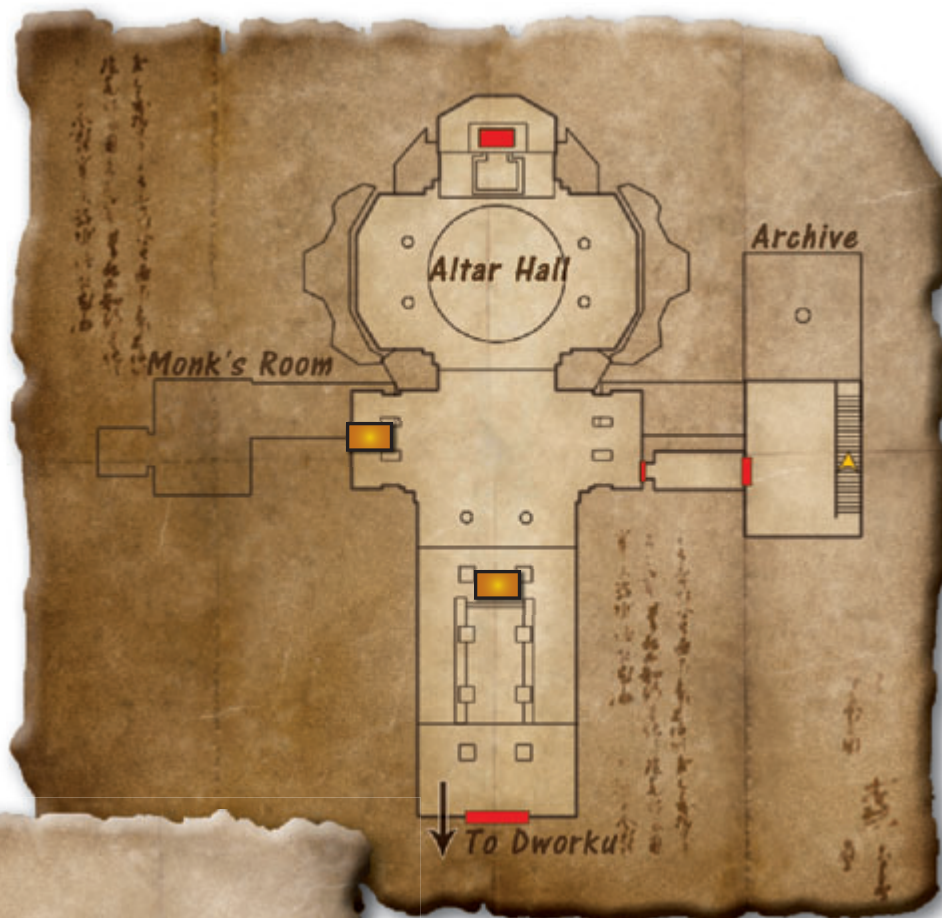
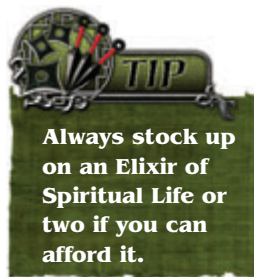
Open the two chests in the courtyard behind the monastery annex to obtain a Great Spirit Elixir and a Life of the Gods. Record your progress using the dragon statue, then go inside the monastery.





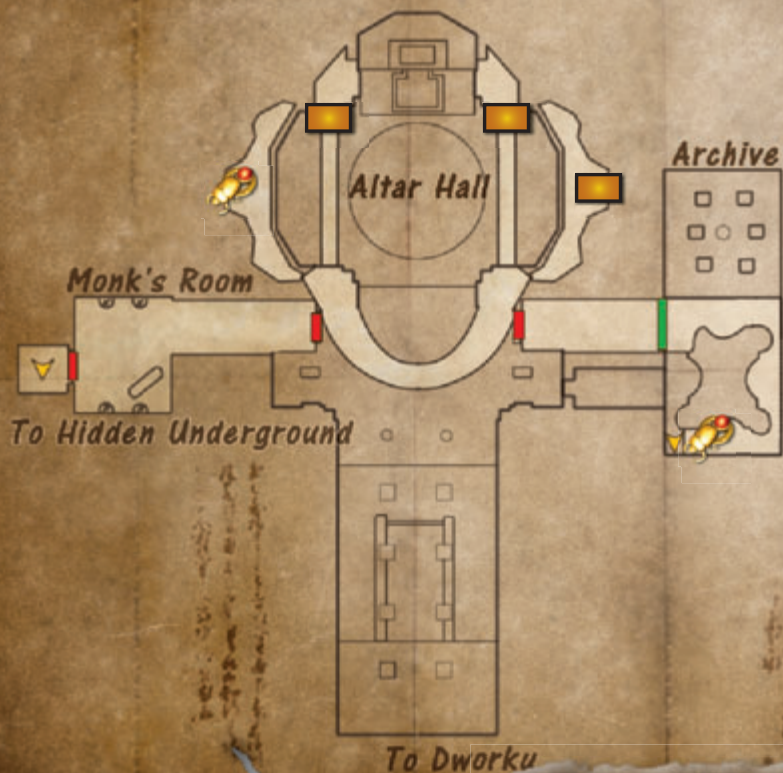
Ascend the stairs and ramps to find a chest containing an Elixir of Spiritual Life. Before crossing the bridge, edge out to the bridge's entrance and take down the drones flying overhead with your Windmill Shuriken. Stay on guard and slash at the Giant Bats as they attack.

Continue into the next building and drop through the hole in the floor to find a Muramasa statue. There's nothing new in the shop, but you could have enough yellow essence stored up to purchase the Armlet of the Sun or the Armlet of the Moon, which increases attack or defense, respectively. Either item is a worthy purchase, depending on how you like to play.



Head into the courtyard and open the chest to obtain an Elixir of the Devil Way. As you proceed across the courtyard toward the monastery entrance, several Fiend Shadows attack. Knock them down quickly, then press **▲** to stab them with your sword. Search the corpse near the door to obtain the Map of the Monastery, and then use the dragon statue to save your game before going inside.





stand on them too long. To make matters worse, Fiend Shadohs join the fight.

Instead, head through the door in the other alcove and through a short hallway into the archives.



**CAUTION**  
Stand at the edge of the altar hall to spy the two Monastery Guards on each side of the altar; they are disguised in red. Don't fall into their ambush. Avoid the altar for now!

## Altar Hall



Ascend either ramp and open the chest on the upper level for an Elixir of Spiritual Life. Examine the alcoves to the altar's left to find a chest containing an Elixir of the Devil Way.

Do not approach the altar! If you do, two Monastery Guards float into the air and attack. These creatures teleport around creating symbols on the ground that cause damage if you





## Archives



Defeat several Monastery Guards and Fiend Shadohs on the bottom level. Focus on the Monastery Guards first. Attack them with Flying



Swallow until they drop. With the Monastery Guards dead, focus on the Fiend Shadohs. Then search the shelves containing blue books to find *The History of Vigoor I, II and III*.

Ascend the stairs to the second level and smash the glass cases in the enclosed area to obtain an Elixir of Spiritual Life, the Stone Tablet (Right), a Golden Scarab, and Incendiary Shuriken. Search the bookshelves on this level to find *The History of Vigoor IV* and *The Emperor, Lord of All Creation*. Use the orange and white checkerboard section of the wall to perform a vertical wall-run and Flying Bird Flip to the level above, where another Golden Scarab awaits.

## Golden Scarab

You've obtained two more Golden Scarabs!







### Incendiary Shuriken

You've obtained the Incendiary Shuriken!



Move to the far side of the uppermost balcony, where a section of checkerboard wall is cracked. Use an Incendiary Shuriken to blow the wall open. Leap through the opening and defeat several Monastery Guards and Fiend Shadohs on the stairs. Then go through the door at the top.



You emerge in the upper level of the altar hall. Move to the ledge on the right, drop over the side, and hang; then drop to the narrow catwalk running toward the altar. At the catwalk's far end is a chest containing a Great Spirit Elixir. Now return to the platform and jump to the far balcony to open a chest and obtain an Elixir of Spiritual Life.

Move to the hall's other side and cross the other catwalk to open a chest containing a Great Devil Elixir. Jump to the side balcony to obtain a Golden Scarab. Return to the curved portion of the upper level and go through the next door into the monk's room.



**Do not fall while traversing the narrow catwalks. If you drop, you land directly onto the waiting blades of the Monastery Guards guarding the altar.**

### Golden Scarab

You've obtained a Golden Scarab!





## Monk's Room



At this point, if you re-enter the Archives room, you will battle 60 fiends for a Spirit of the Devils reward.



Proceed into the room's back portion and examine the desk to find a diary written by a monk on the 27th day of the 12th month. The end of the note bears the combination left, right, right, left. Go to the wall safe in the room's opposite corner and follow these instructions:

1. Twist the knob left to the number 2; one of the four lights turns blue.
2. Rotate the dial right to 7 to light another blue light.
3. Rotate the dial right again until you reach 1.
4. Finally, rotate the dial left to 2 to open the safe.

Inside is the *Book of the Eons*. As soon as you grab the book, the door behind you locks and a group of Monastery Guards and Fiend Shadohs appears. Defeat all enemies to unlock the door.



Don't try to fight the fiends in the hall. Draw them out to the little office with the safe to have some elbow room.



Return to the altar hall and drop to the ground level. Now you can take on the Monastery Guards and company that were waiting to ambush you by the altar.

Examine the altar to place the *Book of the Eons*, opening a secret passage into the underground. Move to the hole behind the altar and press **■** to drop to the underground cemetery.



As soon as you land, slice through the Phantoms floating above, then collect the Golden Scarab in the corner. Open the chest to obtain the map of the underground cemetery. Search the corpse in this area to restock on Incendiary Shuriken. Record your progress at the dragon statue, then go through the gate into the Corridor of Doom.



## Corridor of Doom

Notice the large statue head near the entrance. Move down the passage and use an Incendiary Shuriken to blow open a hole in the wall. Continue past this hole a few paces, and the statue head starts rolling after you.








While running down the passage, you must leap over spike pit traps. Use horizontal wall-runs to leap over longer spike pits, and weave right and left to maneuver under falling columns.



Remember the following pattern to survive the Corridor of Doom:

1. Spike trap: Wall-run on the left wall or jump to avoid
2. Spike trap: Wall-run on the left wall to avoid
3. Spike trap: Wall-run on the left wall or hug the right wall to avoid
4. Spike trap: Wall-run on the left wall or hug the right wall to avoid
5. Falling pillar: Hug the left wall to avoid
6. Falling pillar: Hug the right wall to avoid
7. Falling pillar: Hug the left wall to avoid
8. Spike trap: Hug the left wall, then wall-run on the left wall to avoid
9. Spike trap: Run to the trap's right
10. Spike trap: Wall-run on the left wall or jump to avoid

As you pass the 10th and final trap, the rolling statue head begins speeding up. Keep pressing down the left  to maintain your speed. Jump ahead to gain a little distance if necessary, but be sure you're jumping forward and not slowing down.

## Econtra Babel Specus



a Great Spirit Elixir, and use the dragon statue to save your game.

When you finally reach the end, you automatically leap out and grab a wire suspended over a chasm. Jump to the stone ledge on the far side. Open the chest to obtain

Slowly descend the ramps in this pit, slicing Phantoms as you go, until you reach a stone archway guarded by more Phantoms. Kill the creatures and go through the door. Drop through the hole in the ground to the level below. Open the gate to reach a ledge with an old altar. Defeat a set of Fiend Shadohs appearing on this ledge, then go through the other gate.



Drop into the next room and use your bow and arrow to defeat as many Basement Flies in the next cavern as possible before heading into the cavern. After you dwindle their numbers, continue into the Basement Flies' cavern and finish them off.

If you drop to the bottom, don't worry. You can jump back up into an alcove behind

the central column, where you find a Golden Scarab. From here, jump to the top of the central column, then jump over to another platform set against the wall. Perform a horizontal wall-run and jump to reach another platform. Here you find a chest containing a Life of the Gods.

### Golden Scarab

You've obtained a Golden Scarab!



Descend to the pit's bottom and follow the descending stairs to another dragon statue. Save your game, then descend the long spiraling stone ramp down to the room's bottom. Defeat Phantoms along the way and another set of Fiend Shadohs at the bottom. Head into the tunnel.





## TIP

Visit the Muramasa kiosk at the ramp's base to turn in your Golden Scarabs. He rewards you with a Lives of the Thousand Gods health increase! Of course, you can also grab an Elixir of Spiritual Life or two while you're there.

## TIP

You can also drop straight to the pit's bottom without fighting the Phantoms, but they will give chase. Eliminate the Fiend Shadohs before the Phantoms reach the pit's bottom and make things harder for you.

## Tombs of the Eons



On the wall to the right is a Golden Scarab. Defeat a group of Giant Bats at the corridor's rear. Drop to the level below and take out more Phantoms. Follow this corridor and leap down a shaft. At the base is another corridor that leads to a door, where you find a chest containing an Elixir of Spiritual Life.



Go through the door into the large circular room. Stand near the center floor switch; while equipped with the Dragon Sword, jump and press **▲** to trigger the switch. The floor descends like an elevator. Several Fiend Shadohs appear during your journey.

## TIP

The large circular elevator allows you plenty of room to work with. Use it to your advantage and defeat the attacking Fiend Shadohs.

## Golden Scarab

You've obtained a Golden Scarab!



After you defeat the enemies, go through the large door on the right into a small room with a dragon statue and a chest. Open the chest to obtain the Vigoo-

rrian Flails. These weapons are like the Nunchaku but inflict greater damage. Continue down the passage and enter the ritual room.

## TIP

This is a good time to save your progress. The ritual room is extremely dangerous.





## Ritual Room



Use Flying Swallow techniques and jump attacks to defeat all the Base-ment Flies in the room. Keep moving while slashing back and forth. As you finish slicing the Base-ment Flies, the cup on the altar fills with their blood, transforming into the Holy Grail.



Several Ghouls appear in the room. Focus on the archers first, as they can attack from a distance. After you eliminate them, focus on the Mace Ghouls and Axe Ghouls. Use Flying Swallow techniques to decapitate these creatures, rendering them blind. This makes it easier to escape their attacks and attack them from behind. The Mace Ghouls and Axe Ghouls are easy to dodge; just get out of the way as they prepare to lift their weapons. Defeat all the Ghouls to unlock the ritual room, and don't forget to grab the Holy Grail.



**The ritual room is small and cramped; stay on the move to survive. Don't stand toe-to-toe at the room's center. Slash back and forth in the room and blind as many enemies as possible before attacking with stronger combos.**

**Also use the Incendiary Shuriken and Flying Bird Flip attacks to mix things up and continuously deliver damage.**



Absorbing essence to perform Ultimate Techniques against Ghouls is also very easy.



**You don't have to defeat every enemy in the corridor to continue, but it makes it much easier to reach the dragon statue at the other end.**



Head back to the circular room and impale the floor switch to raise the elevator. Defeat several Ghouls on your way back up. Halfway up the shaft, the elevator

becomes stuck; defeat all the Ghouls in the area and then impale the floor switch again to kick the machinery back in motion.



Return to the Econtra Babel Specus room and defeat yet another set of Ghouls. Ascend the spiral stone ramp. Several Ghoulish archers are positioned on the platforms along the way. You can (1) retreat down the ramp a ways and take them out with your bow, (2) use two Incendiary Shurikens per Ghoulish, or (3) simply wall-run and jump your way past them. Be careful not to drop back to the room's bottom, or any archers you've killed reappear!



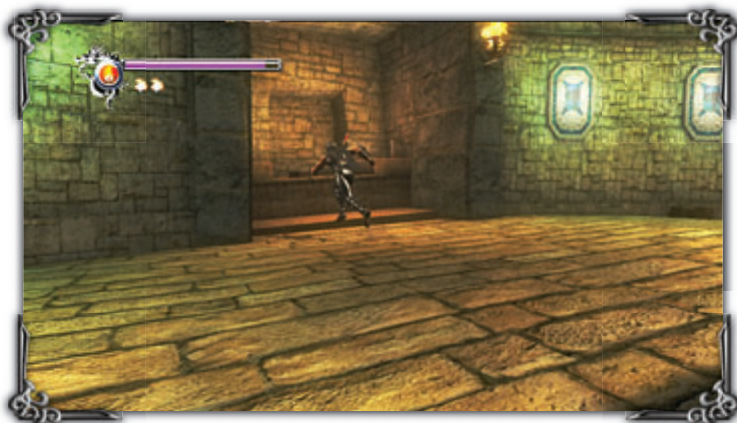




Save your game at the dragon statue, then continue through the passage back to the upper level. The room with multiple levels (previously the Basement Flies' cavern), is now infested with Phantoms. Take them out with a slice of your blade as they attack and wait until the coast is clear to proceed.

With the cavern clear, use the Flying Bird Flip to jump into the side alcove; from there, jump to the top of the central column. Jump to another platform on the wall, and perform a double horizontal wall-run to reach the next platform where the open chest is located.

Execute another wall-run to reach the platform near the cavern's entrance. Finally, leap one more time, into the cavern entrance. Vertical-wall-run and grab the top ledge, then jump up and go through the gate.



Place the Holy Grail on the old altar to awaken the Bone Dragon.

## Bone Dragon

Attack the fiend's foot when he places it in front of you. Strong attacks such as Ultimate Techniques and Flying Swallow work best.



After attacking the foot several times, the bone shatters, meaning the dragon can no longer stand upon it. Continue attacking the monster's feet until the monster collapses into the cave, smashing through the bottom lid into an ancient chamber.



When it rears back its head, roll left or right to avoid being chewed up, as this attack inflicts massive damage. In addition, when it repositions

itself, avoid its tail swipes. Other times, bone chips fling at you from high above. You can easily avoid these by running or rolling.



Keep moving and continue attacking its feet. The Bone Dragon looks far more dangerous than it really is. Because you can easily avoid

or block the majority of its attacks, this fight should only require one or two Elixirs of Spiritual Life.



## Chapter 8: Alma, Greater Fiend

Rachel continues searching for her sister in Vigoor's capital. She is suddenly confronted by an inhuman form: Alma the Greater Fiend finally makes her appearance...



### Monastery Plaza



All the surrounding gates are locked and the large stone doors lead back into the monastery, so there's only one avenue to explore in the plaza. Leave the monastery plaza via the cobbled street to the left. As you leave the plaza, three guards intercept you.



This is a Rachel chapter!

#### Legend

- Golden Scarab
- Muramasa Kiosk
- Chest
- Dragon Statue







Bash their heads in with your hammer and turn right at the corner. Continue down the street and stop only to get the Elixir of Spiritual Life from the red chest on the

roadside. Climb the stairs at the street's end and greet the next group of guards with a ground-shaking swing of your hammer.

Stop at the T-intersection and save your progress at the dragon statue in the niche on the right. Continue up the T-intersection until you encounter a group of three flying drones.

Let the drones drop to your level and demolish them with a few thwacks of your weapon. Once they're bits of metal on the floor, visit the Muramasa kiosk on the right. Stock up on elixirs, power-ups, or anything else you might need before returning to the dragon statue.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



TIP

If you can afford it, purchase the Earrings of the Sun. These increase your damage output. If you don't have enough essence to purchase the earrings, return to the dragon statue niche and fight another group of guards. They respawn every time you return to that area, making them a veritable fountain of essence.

## Drawbridge Hill



At the dragon statue, make a right and sprint down the stairs toward Drawbridge Hill. Examine the dead Ninja at the base of the stairs and nab the Elixir of Spiritual Life. He doesn't need it anymore....

Activate the switch behind the dead body. This lowers the bridge and grants you passage to the next area, Drawbridge Square.



## Drawbridge Square



Cross the bridge to Drawbridge Square and immediately charge up for an Ultimate Technique. Three Fiend Gahrulas appear; unleash your technique on one of them. Stay

on guard and fend off each reptilian monster. Counterattack and take them down one by one.





After all three Fiend Gahrulas have fallen to your hammer, a small glowing object appears at the square's center. Pick it up; it's the newest addition to your arsenal and first of your sorcery powers, the Blades of Ouroboros. Equip your new power via the Pause menu and proceed through the door with the blue jewel over it.

### Blades of Ouroboros

You've obtained the Blades of Ouroboros!



Behind the door are three more guards. Streak past the first two guards using evasive rolls and attack the MSAT Grenadier at the bridge's rear. After disarming him, dispatch him. Because the bridge is narrow, a few Ultimate Techniques should quickly and easily take out the three guards.



With the bridge completely in your control, examine the red chest near its center and extract a Great Spirit Elixir. Return to the bridge's rear where a crack in the wall glows red. Smash through the wall. Grab the Great Devil Elixir in the chest behind the crumbled wall and proceed through the walkway on the right.



Follow the walkway to a locked gate. Unlock the gate and step outside into an alley. Turn left and follow the alley as it slopes down to the clock tower area. As soon as you reach the stairs on the right, two guards rush up the stairs and attack.



Counterattack as they try to slice you to pieces. After killing the two guards,

saunter down the steps and visit the dragon statue by the lily door. Save your progress.

## Clock Tower Plaza



If you're itching for a good fight, visit the Military Gate before proceeding to Great Bridge Square. At the Military Gate, you'll battle 60 fiends for a reward.



Leave the dragon statue and go through the door with the two yellow stones. As you enter Clock Tower Plaza, you spot Alma flying overhead. Press on into the plaza and bash through the guards near the entrance to Muramasa's shop.

Before entering Muramasa's shop, go through the door with the blue light above it and climb the steps to the base of the clock tower. There, three Black Spider Clan Ninja drop in from above. Bust their brittle bones and open the chest in the alcove nearby. Grab the Earrings of Fortune and head back down the stairs to Muramasa's shop.





**Earrings of Fortune**

You've obtained the Earrings of Fortune!

**TIP**

At Muramasa's shop, stock up on Elixir of Spiritual Life and one or two Elixirs of the Devil Way. You'll need them real soon.



After you make your purchases, leave Muramasa's shop and go through the door with the five green stones.

**Great Bridge Square**

You enter Great Bridge Square, which is now completely fenced off. Slowly walk down the street to the square's center and charge up an Ultimate Technique. As soon as the Black Spider Clan Ninja drop in, unleash your attack on them. Though it is usually best to concentrate on one enemy at a time, take out these enemies



at least two at a time. The sooner they're dead, the better; the longer a fight lasts, the more precious elixirs you'll need to use.

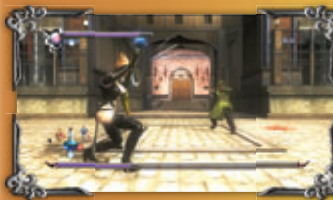
Draw the Ninja toward you and deflect any incoming projectiles. When two Ninja are within striking distance, use ▲ to swipe at both of them. Stay on the move and always keep your camera focused on your enemies. Once you're done with the Black Spider Clan Ninja, another enemy rears his ugly head....

**Gamov**

Gamov doesn't have many attacks, but the ones he does have are dangerous. His main attack is a steady stream of gunfire from his two pistols. You can block the bullets for a limited time, but eventually they will penetrate your guard; therefore, block and use evasive rolls to avoid taking damage.



Counterattack by carefully moving within range as he fires and then leaping over the gunfire and landing a hammer blow on his dome. Follow this up with your Blades of Ouroboros attack. Activate it just as you would one of Ryu's Ninpo attacks. As Gamov recovers from your blast, use another overhead attack.



Gamov's other attack is a blazing-fast grab attack whereby he runs behind you and grabs you. While he has you in his clutches, he shoots you through the back.

There is no real way to avoid this attack, so it's best to immediately use an elixir as soon as he releases you.



Another of Gamov's attacks also utilizes his amazing speed. He rapidly dashes out of your reach and attacks you from behind. As he does, block his melee attacks and counter with your own.



Don't get greedy, as he can recover from

your attack quickly and launch a counterattack of his own. Instead, use the time while he is on the ground to recharge your Ki for another dose of Blades of Ouroboros. Continue blocking, counterattacking, and using your sorcery attacks to finish him off.



## Chapter 9: Hidden Underground

A dark underground world, leading deeper and deeper. Does the path to Zarkhan truly exist?



### Coffin Chamber



After defeating the Bone Dragon, collect the Lives of the Thousand Gods glowing in the platform's center. Extend your Health bar, then open the gate to the left of the niche in the wall and jump down the stairs.

Defeat the Phantoms in the multilevel platform room and continue downward. Save your game at the dragon statue, then descend the spiraling ramp to the level's bottom.

#### Lives of the Thousand Gods

You've obtained a  
Lives of the Thousand  
Gods health increase!



#### Legend

-  Golden Scarab
-  Muramasa Kiosk
-  Chest
-  Dragon Statue



Kill more Phantoms as you descend the ramp and reach the Muramasa kiosk. After you stock up on elixirs, drop into the newly revealed room, the coffin chamber.





Slowly walk around the room's edge until you find a Golden Scarab on a side wall. Then jump to the room's other side and go through the door with the eye hieroglyph.



**TIP**

Now is a good time to upgrade your Dragon Sword.

#### Golden Scarab

You've obtained a Golden Scarab!



Use the Flying Swallow technique to fly down the corridor toward the Archer Ghouls. Decapitate them and continue into the next room, where a statue of Muramasa sits. The next upgrade should be available for the Dragon Sword and the Vigorian Flail in the Blacksmith menu. Talk to Muramasa and hand over your scarabs. Restock on arrows, Incendiary Shurikens, and elixirs.



Head through the next passage to another room. Here you find a chest containing the map of the Hidden Underground. Save your game at the dragon statue and head into the next room.



## Suspension Bridge Room



Open the chest on the left to obtain a Life of the Gods, and grab the Golden Scarab on your right. Treasures in hand, cross the suspension bridge. While doing so, Ghuls appear behind you and chop the bridge down; you fall to the ground floor.

Fend off the Ghuls and Fiend Shadohs on the ground floor long enough to get your bearings. At one end of the room is a door locked by two colored gems. On opposite sides of the room are two more doors—one with a red tablet, the other with a blue tablet. Go through the red-tablet door first.



**TIP** Jump over the bridge's side to prevent the Ghuls from chopping it down. This way, you may return to the dragon statue and Muramasa statue later!

### Golden Scarab

You've obtained a Golden Scarab!



### NOTE

By this point, you have probably found nine Lives of the Gods items and can now use the last one to increase your Health bar.

## Chamber of the Red Eye



The Chamber of the Red Eye is a long, narrow chamber filled with water. There are only two stable platforms at each end. Dash toward the chest at the room's rear and obtain a Great Spirit Elixir, then immediately turn your attention to the room's far end.

From a distance, two Archer Ghouls attempt to skewer you with their arrows. Charge at them by sprinting across the water. Stay fleet-footed (and above water) by constantly moving toward them. Run in a zigzag pattern atop the water to keep from getting stuck by their arrows.



As soon as you're within striking distance, leap into the air and slash at the Archer Ghouls with your blade. You decapitate one of the Archer Ghouls and leap from the water to solid ground. Finish off the other Archer Ghoul to clear the room of any danger.





Walk up to the glowing red eye at the platform's end and activate it; it unlocks one of the jewel mechanisms from the door in the suspension bridge room.

Before returning

to the suspension bridge room, dive into the water, grab the Golden Scarab underneath your platform, and open the underwater chest at the room's other end for an Elixir of the Devil Way. Return to the suspension bridge room and go through the blue-tablet door.

#### Golden Scarab

You've obtained a Golden Scarab!



## Chamber of the Blue Eye



Immediately kill the Archer Ghoul standing near the entrance and slice through every Phantom in the room before dropping to the chamber's bottom.

Move near the last broken column of the rear platform, and use your bow to snipe the two Archer Ghouls high up on the rear platform. Hold **▲** to absorb the essence they release. Search

under the rear platform to find a Golden Scarab, and obtain a Great Spirit Elixir from the chest on the lower level.

#### Golden Scarab

You've obtained a Golden Scarab!



Now return to the entrance, and use your bow to shoot the blue gem high on the wall. A ghostly bridge appears across the room, allowing you to cross to the other side. You must jump past the maces after they swing across your path. Head past the four maces, then do a horizontal wall-run to reach the rear platform. Simply follow the ghostly bridge and watch the mace shadows over the bridge to keep from standing in their path.



**TIP**  
You can also hit the gems above the swinging maces to slow them down as you go.



**NOTE**  
If you take too long or simply touch the floor below the bridge, the bridge disappears and you must start over again.



When you reach the room's other end, press the large blue eye on the wall to remove one of the gems barring the heavy door in the suspension bridge room. Gather arrows from the corpse near the door on your way out.

Return to the suspension bridge room and go through the now-unlocked door.







When you enter the room, a Fiend Hydra spawns and surprises you. Defeat this enemy as you did previously, using Flying Swallows to chop off its tentacles and then attacking its eyes when they open. To save time, you can also use Ninpo attacks on its eyes to inflict major damage.



After you destroy the monster, a new column appears in the suspension bridge room. Pick up the Lives of the Thousand Gods glowing in the area's center. Increase your Health bar and return to the suspension bridge room.

### Lives of the Thousand Gods

You've obtained a Lives of the Thousand Gods health increase!



Move into the newly formed niche between the corner of the room and the new column. Perform repeated Flying Bird Flips from wall to wall until you reach the area's top. Examine the throne to obtain a Jewel of the Demon Seal. Use this item to improve one of your Ninpo arts by one level.



If the suspension bridge is still standing, you can cross back to the Muramasa statue to restock on items. Otherwise, head down the nearby ramp and save at the dragon statue.

## The Great Corridor

Use horizontal wall-runs to descend the ramp to the next passage; this makes it harder for the Archer Ghouls positioned at the ramp's bottom to hit you. Defeat the Archer Ghouls and absorb the essence they release to perform Ultimate Techniques against the other Ghuls appearing in the passageway.



After clearing out the Ghuls, obtain the Art of the Ice Storm from the corpse at the passage's far end; this is a new Ninpo magic. Descend the next ramp and kill the Giant Bats appearing at the bottom. Go through the doorway into the next chamber.

### Art of the Ice Storm

You've obtained the Art of the Ice Storm!



## Chamber of Everlasting Sleep



Avoid descending the stairs in the chamber. Instead, move onto the platform to the left and go to the farthest left corner. Horizontal wall-run to the block next to the

sarcophagus, causing it to drop to ground level. Carefully move onto the center platform and examine the sarcophagus twice to obtain the Wolf, Deity of Wisdom statue, and the Skull Key. If you miss the wall-run on your first try and the central platform rises, step on the floor switch to the entrance's right to lower it again.



Use the Skull Key to unlock the door in the corner. Use shuriken or sword slashes to kill the Giant Bats in the passage, and continue forward until a flood erupts, sweeping you into the next chamber.



## TIP

Stop for a moment to slaughter the Giant Bats in the small antechamber to the Chamber of Everlasting Sleep. Each Giant Bat grants you a bit of blue and yellow essence that can slowly replenish your health and fatten your wallet. And since there is an endless supply of Giant Bats, you can slice to your heart's content.

## Junction Chamber



Dive to the bottom of the water-filled room to obtain a Golden Scarab. Then swim through the corridor beyond the scarab's location to a room with a dragon statue. It's extremely important that you save your game here, because a very tricky boss battle is coming up.

The elevator in this small room does not work, so swim back through the passage and use the other elevator to return to the monk's room in the monastery.

## Golden Scarab

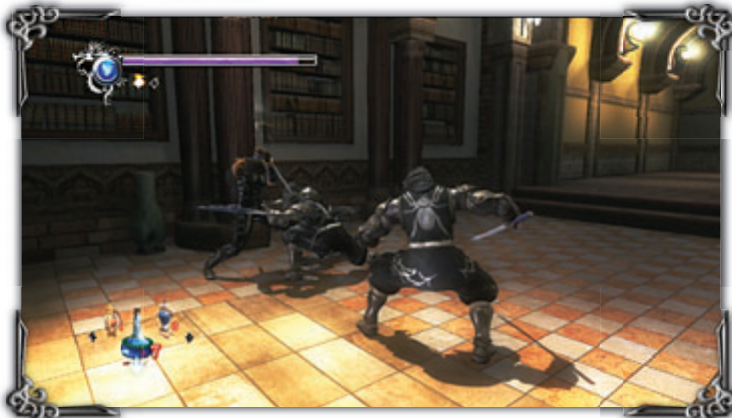
You've obtained a Golden Scarab!



## NOTE

You can also swim to the underwater Muramasa kiosk to stock up on elixirs and turn in your Golden Scarabs.

## Monk's Room



After you step off the elevator, the exit to the monk's room locks and a group of Black Spider Clan Ninja leap in for the attack. Defeat them to unlock the exit; then examine

the scroll on the desk twice. The monk doesn't like that you stole the Book of the Eons earlier, so he has reset the combination on the wall safe to 1410 and reset the turn order to right, left, right, left (L1, R1, L1, R1).

Examine the wall safe and rotate the dial to the right until you reach 1; rotate the dial left to 4; rotate the dial right to 1 again; and finally, rotate the dial left to 0. The wall safe opens and grants you a Life of the Gods.

Enter the altar hall, drop to the ground level, and approach the altar.





## Alma, First Form



Alma has several devastating attacks, each one capable of taking off huge chunks from your Health bar. The first two are projectile attacks where she launches several pink orbs or tosses large chunks of stone columns at you. Easily dodge these attacks by running away from them or preemptively striking at her as she powers up. Hit her with Flying Swallow when she is charging up an attack.



If you hit her just after she performs one of these attacks and manage to knock her to the ground, follow up by pressing **■**, **▲**, **■**, **■**; this inflicts the most damage. Immediately retreat.



Her other attack is a close-quarter grab, where she picks you up with a pink tractor beam and proceeds to slap you silly. Stay out of her reach as much as possible to avoid her clutches. Her final assault is a swooping attack where she dives toward you and barrels right through you, inflicting major damage.



Counter the swooping attack by lunging at her with a Flying Swallow technique and inflicting damage of your own. Or, you can avoid all her attacks by simply running around rather than remaining stationary.

Keep knocking her down and slashing at her while she's grounded. Use Inferno Ninpo to damage her further, but only when she's knocked down.

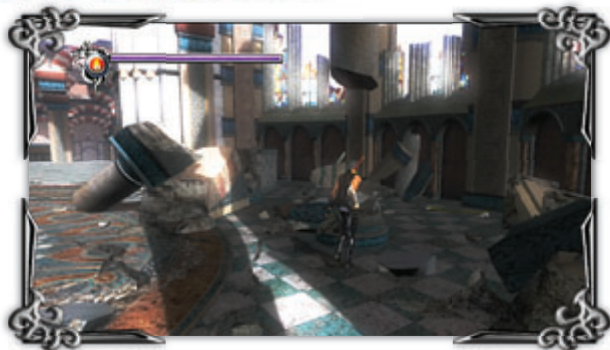




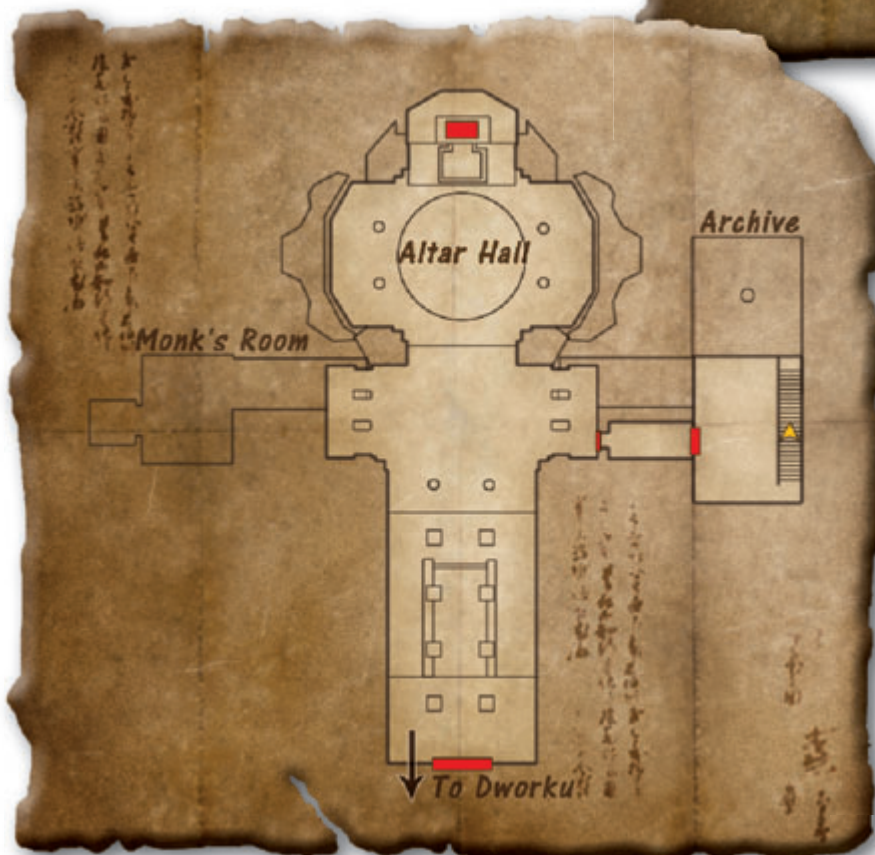
## Chapter 10: Tairon Under Alert

The battle with Rachel's sister, the Greater Fiend Alma, ended without a victor. However, the aftermath of the battle has caused the Vigor Army to be deployed....

### Monastery Plaza



As you stand outside the monastery doors, a note from Ayane flies into the nearby wall. The note advises you to attack the radio control tower next to the military supply base back across the drawbridge. Save your game at the dragon statue outside the monastery.



#### Legend

- Golden Scarab
- Muramasa Kiosk
- Chest
- Dragon Statue

Go back inside the altar hall and search in the rear left corner of the decimated area to find the War Hammer. Exit the monastery, remove the bolt on the gate, and enter Monastery Plaza.





## War Hammer

You've obtained the War Hammer!



The entire city is now swarming with MSAT Soldiers in heavy green armor. Defeat them with Flying Swallows while avoiding gunfire from other enemies.

Destroy all the soldiers to unlock the gates surrounding the plaza.



Leave Monastery Plaza via the stairs leading into the city. Stop at the top of the stairs, just before rounding the corner, and swing the camera's view around the corner, down the street to the left. Spot the next set of armored guards and leap out of the corner, attacking with another Flying Swallow.

Continue running down the street until you find the niche with a dragon statue on the left. Stop to save your progress and take the

stairs across from the niche to Drawbridge Hill.



Watch the sky as you head to Drawbridge Hill; a helicopter streaks by and drops several bombs on the stairs ahead!

## Drawbridge Hill and Drawbridge Square

At the base of Drawbridge Hill, use the lever to lower the drawbridge. Once the bridge lowers, take out your bow and snipe any Vigorian Army Heavy Infantry foolish enough to stand at the bridge's other end.







Enter the square and use Flying Swallow attacks to take out the MSAT Soldiers as quickly as possible.

With the square under your control, either take the stairs beyond the archway or drop from the broken gate to the right of the first military vehicle. Both routes lead to the lower area where a dragon statue is located. Save your progress and head into the tunnel on the left.

The tunnel snakes around, back toward Moat Road. Carefully approach each turn in the tunnel and swing the camera around to get a view of what—or who—waits ahead. As you turn each corner, leap at your attackers and decapitate them with Flying Swallow techniques.



If the tunnel gets cramped with enemies, use a Ninpo attack to make some room.



Feel free to stop behind the open gate in the tunnel and use the switch to lower the drawbridge.

## Moat Road



Emergence from the tunnel into Moat Road. As you pop your head out, watch for a helicopter to fly by. As it does, streak back to the tunnel to avoid taking damage from its bombs.



Follow Moat Road to its lily door entrance. As you come out of the lily door, save your progress at the dragon statue to your left. Then turn your attention

to the two Vigoorian Army Heavy Infantry by the stairs ahead. Luckily, there are only two guards here (as opposed to the usual three), making your task of killing them a lot easier.



This section is actually a great place to save. This area is close to the next boss battle, and it has three other things going for it:

1. Dragon statue for saving
2. Two easy-to-handle enemies to harvest essence
3. Lily door to reset the two enemies as many times as you want

Go in and out of the lily door to reset the two enemies by the stairs as many times as you want. Stock up on blue and yellow essence here, then save your game. It may be a bit of a grind, but the boss battle ahead is tough. You'll need as much health and yellow essence as possible.





## Skull Key Room



Head to the right and up the stairs. Follow the alley to the military gates and defeat another group of MSAT Soldiers just after the second set of stairs. Turn right at the top of the stairs and use the Skull Key to open the gate in the alley.



Inside this enclosed area is a Golden Scarab on the floor to your right, a chest containing a Great

Spirit Elixir, a Muramasa statue, and a second Golden Scarab atop a hard-to-reach piece of architecture.



**TIP**  
You may use the Blacksmith function to improve the War Hammer if you like, but it's best to use your yellow essence to purchase elixirs for the upcoming fight.

Grab the Golden Scarab on the floor and take your goodies from the chest. In the corner of this area are two platforms jutting out from the architecture behind you; vertical wall-run up the left wall and use a Flying Bird Flip to reach a balcony on the opposite wall.

Jump back toward the wall, wall-run up, and

perform another Flying Bird Flip to reach the highest balcony. The passage from this balcony leads to a room where you can see the surveillance tower, but the windows are shuttered,



and you cannot snipe anyone inside. On the wall opposite the window is a double bow rack. Ignore it and go back to the second balcony. Back up a bit on the balcony and carefully jump diagonally toward the niche located against a distant wall on the left. As you hit the wall near the niche, wall-run into the niche and nab the Golden Scarab.



**Golden Scarab**  
You've obtained two more Golden Scarabs!

Drop to the floor below and visit the Muramasa kiosk. Turn in your Golden Scarabs and stock up on elixirs before heading for the alley outside. Turn left at the alley and go through the door with the yellow stone.



**TIP**  
Before heading through the door with the yellow stone, go back to the lily door to save your progress. Switch your projectile weapon to the bow.

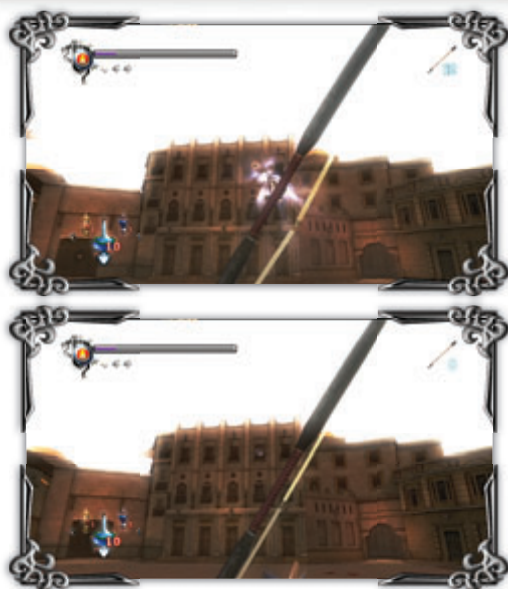
## Military Gate



Four soldiers wait for you at the military gate. Two armored soldiers attack on foot while two others man the turrets on either side of the gate. Draw your blade and make short work of the two soldiers on the floor. Stay on the move to minimize taking damage from the turrets and slash through the foot soldiers quickly.

Retreat to the corner by the yellow stone door and draw your bow. The corner by the door is just out of reach of the turrets. They can still hit you, but their accuracy is greatly impaired. Take out the soldier manning each turret before venturing back to the military gate.





Leave the safety of your corner and replenish your arrows at the dead body near the gate. Aim your bow at the soldier with a rocket launcher in the upper-level window just across the gate.

If you see a rocket speeding toward you, use an arrow to detonate the bomb in midair and refocus your aim on the

soldier. The shift between aiming at the bomb and soldier is extremely minimal; in fact, you may not even need to refocus your aim. Two or three arrows later and the soldier dies. Use ▲ to absorb his essence.

### Strongbow

You've obtained the Strongbow!



After you clear the area, examine the dead bodies nearby to replenish your arrows. At the area's center is a glowing object, the Strongbow. Grab this last because it triggers the next boss encounter with....

## Alternator

Dynamo is back, and he's undergone some upgrades. His skin is covered in metal, and his equipment looks a little more imposing. Nonetheless, many of his attacks are powered-up versions of his previous attacks. He charges his hand cannon, releases an explosive shell when you attack at close quarters, and bashes you using melee attacks.

For the most part, you can avoid the attacks. Slash at him while he charges up and roll away as he lifts his arm for a melee attack. As soon as his arm lands on the ground, follow up with a strong combination attack and retreat. If you're not within striking distance when he begins charging his cannon, stay on the move and circle in toward him while avoiding his cannon fire.



**Watch out for bombs from the helicopters above! Dynamo's got help this time.**



One of Dynamo's new maneuvers is a surprisingly fast ram attack, where he charges at you and rams you into the air. It's dangerous, and you should avoid it at all costs. As he begins to run toward you, leap up and away from your position; don't try to jump over it.

As you land, strike with a Ninpo attack to deliver a little damage of your own. Lure

Dynamo toward the explosive barrels surrounding the area and detonate them to inflict major damage. Continue using evasive rolls, leaps, and counterattacks to take down the dangerous giant.



## Chapter 11: The Military Supply Base

The Vigoor Army is after a renegade element, Ryu. The Military Radio Tower is the key to the army's organization....



Stop just outside the tunnel exit and grab the Golden Scarab to your immediate left. Hug the wall on your left and slowly inch out to get a better view of the open area to your left. Swing the camera around and use the Strongbow to snipe the men in the two turrets flanking Vigoorian Army APC. The gunner on the left drops a glowing item, but don't rush out to get it just yet.

### Golden Scarab

You've obtained a Golden Scarab!



### Military Gates



Save your game at the dragon statue just inside the military gates. Continue through the long tunnel and go through the gray door. Defeat a set of MSAT Soldiers on the other side, then continue into a wide-open area.

### Legend

-  Golden Scarab
-  Muramasa Kiosk
-  Chest
-  Dragon Statue







Instead, rush out and attack the MSAT Soldiers around the Vigoorian Army APC. Run around the transport, using the large vehicle for cover, and immediately spring on the MSAT Soldiers who rush out from the transport's rear. Charge up an Ultimate Technique and unleash it as soon as the MSAT Soldiers step out.



Once MSAT Soldiers stop pouring out of the transport, pick up the glowing object. It's the key to the warehouse door nearby. Before entering the warehouse, get an unlimited number of Explosive Arrows from the crate on the right. Equip these immediately, and use the warehouse key to unlock the door.







Atop the train car on the far right track is a Golden Scarab. To reach it, perform a vertical wall-run up the car's side; press **▲** at the top of the run to jump atop the car.



## Warehouse



Go left from the entrance to find an Elixir of Spiritual Life in a chest in the corner. In the room's center is a shallow pit between two train cars. Smash the boxes in this pit to obtain an Elixir of the Devil Way and a Life of the Gods.







Examine the glowing panel at the room's rear, between two large gates. You need a keycard to open it, so return to the entrance, and go up the stairs on the left. On the catwalk above is a chest containing a Great Spirit Elixir.



Follow the catwalk to the building's other end. As you do, a group of FL-018s emerges from a distant window.

Leap and wall-run over the FL-018s' laser beams. At the catwalk's end is a crate with an unlimited supply of APFSDS Cores and a set of stairs leading to a higher level. Grab a bunch of the APFSDS Cores and climb midway up the stairs. Rapidly fire as many APFSDS Cores at the FL-018s as possible. Don't bother with manual aiming, just fire. The stairs will provide decent cover, and the arrows will do the rest of the work for you. If you run out of APFSDS Cores, you can always grab some more from the nearby crate.

After you destroy all the FL-018s, ascend the stairs to the top level. Near the stair landing is a switch with a red light. Throw this switch to turn on the power. This also sets a pair of hanging platforms into motion.



Go down the stairs to the catwalk near the APFSDS Cores crate and jump onto the first platform when it stops in front of you. Ride it until it stops near the top of a train. Jump diagonally onto the car's top, then jump across the gap to the train car on the next track. Move to the gap in the rail to the left and wait for the next moving platform to stop almost directly in front of you. Jump onto it, and ride it until it stops. Jump onto the other catwalk in the room.



Open the chest on the catwalk to obtain a Great Spirit Elixir. Follow the walkway to the far corner and ascend the stairs to the top level. Open the chest located there to obtain another Elixir of Spiritual Life. Edge along the walkway to the control booth on this level and perform a vertical wall-run to reach its roof, where you find a Golden Scarab.



Jump back down to the catwalk and go inside the control booth. Search the counter twice to obtain the Shutter Control Card Key and the map of the military supply base.

Exit the control booth and drop to the ground level. Approach the glowing panel at the room's rear, located between two large gates. Swipe the Shutter Control Card Key.



## Locomotive Turntable



The exit doors in the area lock, and a swarm of MSAT Soldiers storms out. Fly back and forth, slashing at enemies until all MSAT Soldiers are dead. If the MSAT Soldiers are making things too difficult, use your explosive arrows to get one-hit kills.

When the doors unlock and the area is clear, go left from the entrance into a small room

with a chest containing an Elixir of Spiritual Life, a Muramasa kiosk, and a dragon statue. Record your game and go through the door behind the locomotive.





You've probably found enough Golden Scarabs by now to get the Dabilahro Blade!

## Military Supply Base



Turn the corner and go left. A short cutscene shows three Vigoorians leaping inside a nearby tank, one taking the gunner position....

Following the battle, an elevator car arrives on the ground level. Open the chest to the elevator's right to obtain a Great Spirit Elixir. Board the elevator and press ■ to ride to the level above.



Record your progress at the dragon statue on the upper level, then climb the nearby stairs.

## Overpass

Stand on the middle of the stairs and use Explosive Arrows to take out the two MSAT Soldiers with rocket launchers at the overpass's opposite end.



Refill your APFSDS Cores using the nearby crate. Walk to the middle of the overpass to trigger the appearance of another mechanized enemy.

## Vigoorian Tanks



The Vigoorian tanks are extremely intimidating. The cannon poses a threat, and the gunner at the top can pump you full of lead. Luckily, you have to contend with only one tank at a time, and you've got everything you need to defeat them in one weapon—the APFSDS Cores.

To succeed, stay in constant movement and stay near the APFSDS Cores crate.

Jump around the area firing APFSDS Cores in midjump. Do not bother aiming in first-person perspective; simply let the bolt fly. The explosion inflicts only minor damage from afar but can take out bigger chunks at closer proximity. Don't bother trying to defeat the gunners; if you kill one, another pops up. Focus on the tank. Repeat this strategy until the tank is destroyed and a second one rolls out.

You will need to restock on APFSDS Cores at least once. That's why it's imperative that you stay near the refill crate. As you run toward the refill crate, block the gunner's machine-gun fire, and roll out of the way of cannon fire. If you roll too soon, the turret readjusts its aim. It is important to roll the instant the cannon fires so their shot misses and the crew inside the tank must reload the cannon.



This gives you an opportunity to effectively move about the area and restock on APFSDS Cores. After you restock, leap back into the air and unleash hell on the tank. After absorbing approximately 10 APFSDS Cores, the second tank is defeated.



## Helicopter

Again, there is no need to use first-person aiming. Simply face the helicopter and fire APFSDS Cores to do the most damage. Switch to the less-damaging Explosive Arrows only if you are stuck at one side of the bridge and cannot reach the box with APFSDS Cores.

When the helicopter flies under the overpass, sink several cores into it, then hit it with several more as it rises on the bridge's other side.

Otherwise, fire a core only when the helicopter is stationary to be sure you hit it. Occasionally the helicopter passes directly overhead, strafing the bridge with machine-gun fire, during which time you might be able to hit it a few more times while sacrificing a minimum of life.



When the helicopter fires rockets at you, wait until the rockets are flying over the bridge to dodge them. If you start to move before they reach the bridge, they'll track you and deal major damage. Be patient and dodge them just before they explode.

Fire cores at the helicopter when it is nearest to you to avoid wasting ammo and forcing yourself to restock.

## Overpass

After bringing down the chopper, return to the dragon statue at the end of the overpass and save your game!

Restock on APFSDS Cores and Explosive Arrows, then continue across the overpass.

On the overpass's far side is a chest containing an Elixir of Spiritual Life. Around the corner to the right is a Muramasa statue.

Find the first nook on the right. Wall-run up either wall, then perform repeated Flying Bird Flips until you reach the building's roof. There you find a Golden Scarab. Go through the door to the roof.



### Golden Scarab

You've obtained a Golden Scarab!





## Rooftop



Defeat several MSAT Soldiers on the rooftop. Open the chest on this level to obtain the Great Devil Elixir. When you defeat all the enemies on the ground level, MSAT Soldiers with rocket launchers fire from the radio tower.



Use Explosive Arrows to take out all nine transceivers (they look like searchlights) on the radio tower. A crate containing

Explosive Arrows sits in the roof's far corner. After the MSAT Grenadiers atop the tower fire at you, instantly switch to first-person aiming. Yank your bow toward the tower and let 'er rip. Try to fire at least two shots before retreating back into third-person view. To effectively take out the nine transceivers, align yourself with one row of transceivers and fire an arrow at the lowest one, then simply move your aim straight up to get the next one above.



As soon as you see a bomb heading toward you, exit first-person aiming and run out of the way. Preferably, run to the platform's other side, where you can align yourself with another row of transceivers.



After you destroy the tower, pass through the second door on the rooftop. A note from Ayane appears as you head for the door.

Use Explosive Arrows to take out the two FL-018s hovering in the next area. Perform a horizontal wall-run to cross the gap and take out two more FL-018s to your left. Go down the stairs and through the door.



Use the Strong Bow to dispatch three MSAT Soldiers with rocket launchers at the corridor's other end. Open the chest at the passage's corner to obtain an Elixir of the Devil Way, then go through the nearby door.



Go downstairs and ride the elevator down to the next level. Enter the door and go downstairs. Defeat a set of three MSAT Soldiers at the bottom. Obtain a Life of the Gods from the chest under the stairs. The door at the bottom of the stairs is locked.





Return up the stairs and ride the elevator back to the level above. Enter the corridor and defeat another pair of MSAT Soldiers with rocket launchers at the passage's far end.

Collect the Control Room Key glowing on the ground. Ride the elevator back to the lower level, descend the stairs, and use the Control Room Key to unlock the door at the bottom. Approach the panel and throw the switch to rotate the train engine on the turntable in the area below.



At this point, the chapter ends, but the next chapter does not begin....

## Tracks Near Dworku Monastery



After the cutscene, open your map to find yourself in the tracks area near the Dworku Monastery. Refill on Explosive Arrows at the nearby crate, and open the chest to obtain a Life of the Gods. Go through the nearby gate to the street and examine the manhole.



Nothing happens, so walk away. As you do, a trio of Fiend Flare Shadows leap out of the manhole. Defeat them, then drop through the manhole into the aqueduct.





## Chapter 12: The Aqueduct

The Army's organization crumbled; there is no need for Ryu to stay in the now-silent capital...



Defeat another squad of Fiend Flare Shadohs, then continue downstairs.



### Aqueduct B1



Defeat the huge amount of bats that attack, and save your progress at the dragon statue. Go through the nearby door and defeat a squad of Fiend Flare Shadohs, then head through the next door.





## Aqueduct B2



Examine the corpse near the base of the stairs to obtain the map of the aqueduct. Turn around and go left. Veer into the first opening on your right and drop to the level below.



## Aqueduct B3



Take out three Fiend Flare Shadohs, one at a time. Head down the passage directly across from the entrance and search the alcove to the right to find a dragon statue and a chest containing a Great Spirit Elixir. Go through the door with the headless goddess on it.





Head back through Aquaduct B3, and go left at the intersection and into a tiny alcove. This elevator takes you to a small room. Open the chest in this room to obtain a Jewel of the Demon Seal. Returning to the elevator triggers a trap, where several insect enemies appear in the room. Use Flying Swallow and Strong Attacks to defeat them all quickly, staying off the ground as much as possible. Avoid letting a Garbage Bug jump on you and tackle you to the ground; this drains all your life. You can use any Ninpo attack to defeat multiple Garbage Bugs at once. Dispatch all the Garbage Bugs to unseal the chamber and return topside to Aquaduct B3.

## The Hall of Balance



Move to the wall on the left, stand on the platform that raises you out of the water, perform a vertical wall-run to reach a ledge, then shinny right and jump into an alcove. Open the chest there to obtain the Key of the Insect.



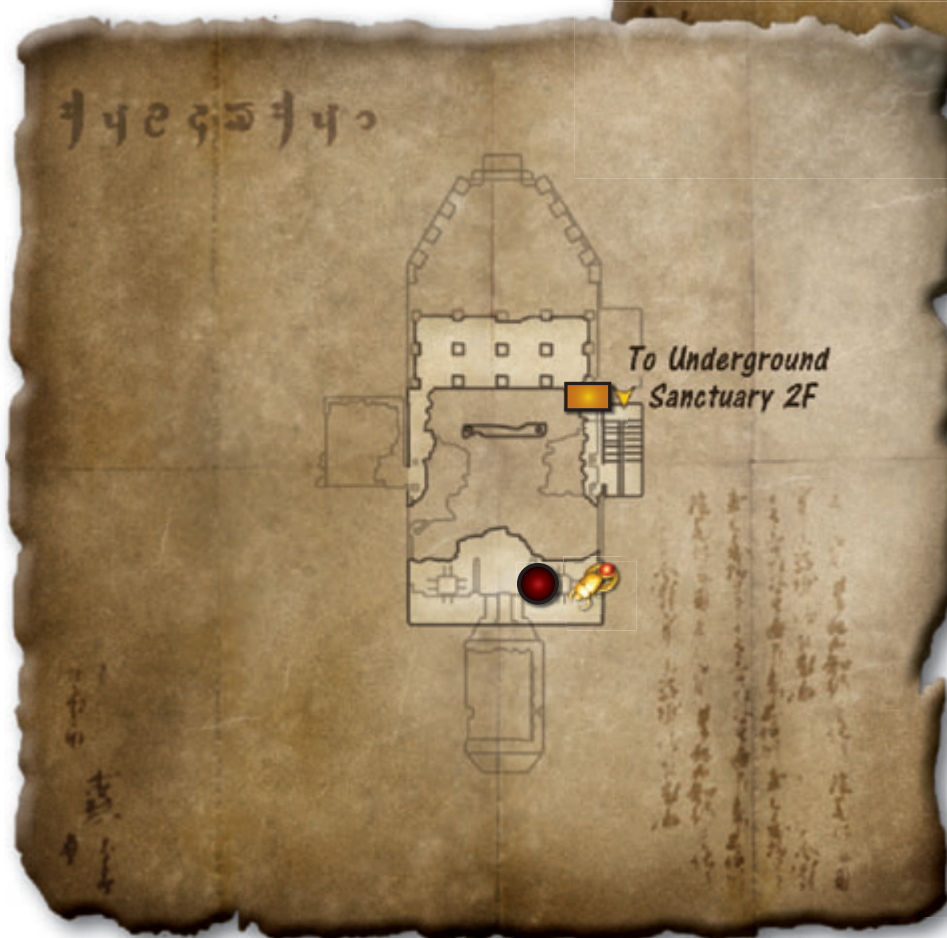
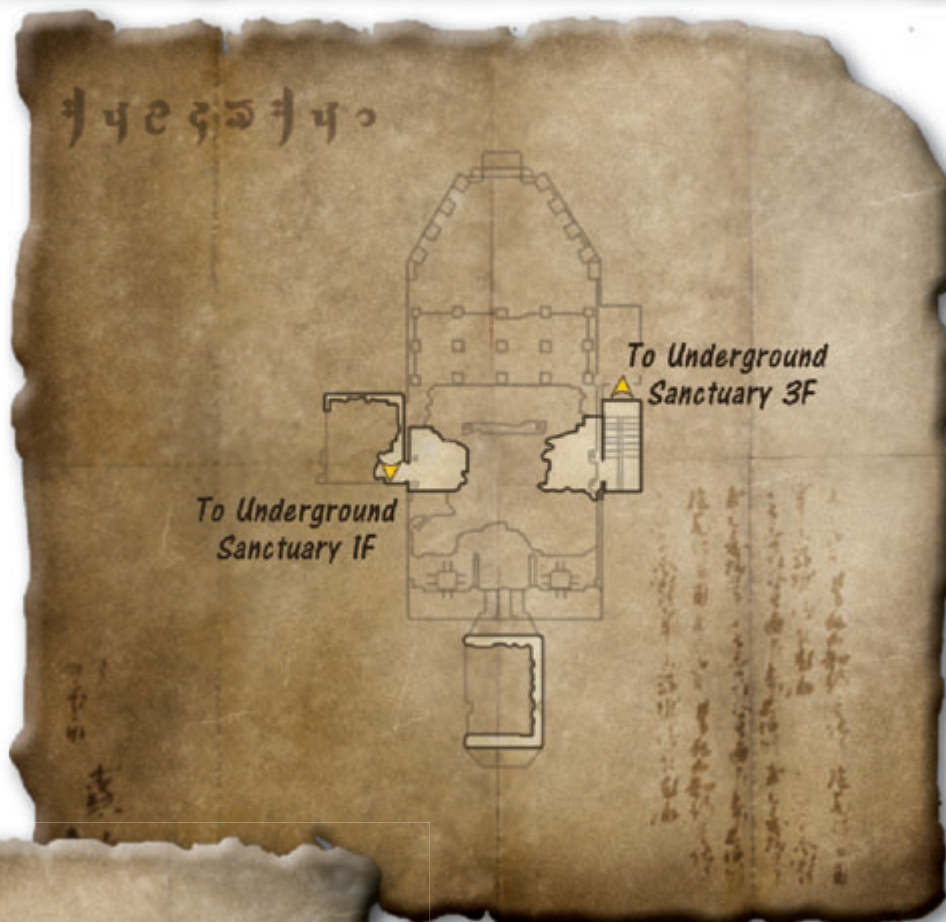


**Jewel of the Demon Seal**

You've obtained a Jewel of the Demon Seal!

**TIP**

You can return to the chamber and take out a huge wave of Garbage Bugs. Doing so causes a second chest to appear in the room, containing a Talisman of Rebirth.

**Aqueduct B3**

Go back to where you dropped into this level (B3). Facing the area with the high ledge on the right, perform a horizontal wall-run on the left wall, jump, and horizontal wall-run across the back wall; jump again to leap onto the upper level.



## Aqueduct B2



In the Aqueduct B2 corridor, go right and use the Key of the Insect to unlock the doors marked





with insects. Battle the Fiend Flare Shadohs in the corridor and move to the doors at the south end. Advance into the next room to encounter a boss.

### Thunderbolt Worm

The worm attacks by spitting out electric balls. You cannot block these, so roll to the side to avoid them. Don't stand in the area's center, or the worm will extend from the central hole and seize you in its mouth. Without the Armlet of the Moon equipped, this attack alone can drain your health by more than half. Roll to the room's sides and avoid standing in the water, where you might get shocked.

When you're standing on the room's side, the creature begins waving back and forth and then tries to slam into you. You can block the attack, but it is strong enough to throw you off balance, preventing counterattack. Avoid this by rolling under the worm just before it lands, then deliver a quick combo such as Tiger Roar or Fang of the Wolf. Repeat this strategy until you defeat the creature.

When the creature is going in or out of its hole, or while it is poisoning to strike, shoot Explosive Arrows at it to cause further damage. Use the surrounding

walls to do Flying Bird Flip attacks, to fire arrows at it, or to avoid harm while it flails around the little room.

### TIP

**Don't bother using Ninpo against the Thunderbolt Worm; it'll simply duck into its cave and avoid your attack. Save your Ki for later.**

## Hall of Balance

After defeating the worm, move into its tunnel to find the Art of Inazuma glowing on the ground. This Ninpo magic allows you to shock all enemies. If you haven't already used your Jewel of the Demon Seal, we strongly recommend using it to upgrade this awesome attack.

### TIP

**After defeating the Thunderbolt Worm and picking up the Art of Inazuma, grab the Golden Scarab in the tunnel passage on the back wall before returning to the Hall of Balance.**

### Golden Scarab

You've obtained a Golden Scarab!



Follow the tunnel to the next passage, then head right around the corner and into the upper portion of the Hall of Balance. Inside the door, head right and obtain a Great Spirit Elixir from the chest. At the back of the room, grab the Red Tablet of the Stream from the chest. Continue to the other side of the upper level and search in the corner to find a Golden Scarab.

### Golden Scarab

You've obtained a Golden Scarab!



Enter the passage beyond the Hall of Balance, and veer right in the corridor to find a chest containing a Life of the Gods. You can go no farther at this point.



Return to the Hall of Balance and drop to the lower level. Head through Aqueduct B3, taking a right at the intersection. Follow the long passage to the Red Water Reservoir. Open the door and enter the room.

## Red Water Reservoir



Defeat several Fiend Flare Shadohs in the tiny chamber; then move into the smallest alcove, wall-run up one side, and perform Flying Bird Flips until you reach the room's top. Open the chest in the first area to obtain a Spirit of the Devils. Increase your Ki gauge by one notch, then head into the next room.

Go right to find a Golden Scarab, then

obtain a Great Spirit Elixir from the chest on the room's other side. Go into the next room and examine the pedestal to place the Red Tablet of the Stream. The chamber below the room begins emptying into the Hall of Balance, causing the bowls held by the statue to tilt. Defeat the set of Fiend Flare Shadohs appearing in the room.

### Golden Scarab

You've obtained a Golden Scarab!



### Spirit of the Devils Ki

You've obtained a Spirit of the Devils Ki increase!



## Aqueduct B2

Return to level B2 and go up the passageway past the corpse from which you obtained the map. Open the door at the far end. This is the room below the Red Water



Reservoir, which is now drained. Search the side wall to obtain the Statue of the Water Spirit.

## Aqueduct B3

Exit the room and drop back to B3. Save your game at the dragon statue in this area. Head left, then go down the first passage on the right. Search the corpse of the dead Ninja to find Taro's Diary. Examine the nearby doors to place the Statue of the Water Spirit.

Proceed through the passage and stand at the edge of a deep pit. An immense swarm of Giant Bats soon emerges from the pit. Destroy them with sword slashes or shuriken as they rise to your level. When the coast is clear, drop into the pit.



## Underground Waterway



Follow the passage inward, watching the left wall to find a small alcove containing a Golden Scarab. Then navigate through the adjacent passage, slaying the Giant Bats in your way. Continue into the next room.

### Golden Scarab

You've obtained a Golden Scarab!





## TIP

Visit the Muramasa kiosk at the end of the cave and stock up on the following (listed in order of importance): Elixirs of Spiritual Life, Explosive Arrows, Incendiary Shuriken, APFSDS Cores, and (if you haven't already) the Armlet of the Moon.

## TIP

Equip the Armlet of the Moon if you've got it.

## Twin Thunderbolt Worms

Though the tactics for defeating these two worms are pretty much the same as for defeating one, there are a few tricks that can make things much easier this time around. Begin by focusing your attacks on the worm on the left.

Whittle down its health by using explosive projectiles. When it gets near, dash right and return with a strong attack. After you kill the worm on the left, dash to the right of the stone cave you're fighting in. Charge up an Ultimate Attack and unleash it when the worm on the right rounds the corner. Repeat this hide-and-seek attack until you kill the second worm.

After you destroy the worms, search the passages they emerged from to find a Golden Scarab and a chest containing a Life of the Gods.

Proceed through the newly revealed central tunnel and open the chest on the right to obtain a Great Spirit Elixir. Defeat the Giant Bats in the cave and continue following the tunnel into the Stairstep Cavern. Jump up the stone ledges to the upper levels. Defeat a set of Fiend Flare Shadohs on the platforms where you have plenty of room. Open the chest on the top level to obtain a Great Devil Elixir. Follow this same ledge to a door, next to which is a chest containing an Elixir of Spiritual Life. Go through the wooden door.

## Golden Scarab

You've obtained a Golden Scarab!



Slash the Giant Bats in the cave. Search the corpse at the cavern's midpoint to find Sabu's Diary.

Continue through the next tunnel into a cave inhabited by Basement Flies. Destroy them all with flying attacks, then open the chest on the small altar to obtain the Blue Tablet of the Stream.





Return to the Stairstep Cavern and drop to the lower level. Explore the tunnel in front of the first stair step. Defeat a set of Fiend Flare Shadohs, then search the corpse near the door to find Incendiary Shuriken. Open the chest in this area to obtain an Elixir of Spiritual Life. Continue into the tunnel beyond.

Use your War Hammer to destroy

the rock wall blocking the passage. Follow the tunnel back to where you dropped into the underground. Use repeated Flying Bird Flips to rise to the top of the Giant Bat-infested shaft.



Turn in your Golden Scarabs at the Muramasa kiosk before leaving this cavern.

## Aqueduct B3



Return to Aqueduct B3 and save your progress at the dragon statue. Use wall-runs to return to Aqueduct B2. Head toward the Blue Water Reservoir (referring to the map, if needed).

## Aqueduct B2



Defeat a set of Fiend Flare Shadohs outside the doors marked with insects, then head north (right from the door you entered) in the sloping passage. Go through the door.



Head up the stairs and grab the Great Spirit Elixir from the chest in the niche on the left. Go upstairs into the next room.

## Blue Water Reservoir

First, jump into the water and dive to the bottom to obtain a Golden Scarab. Climb out and place the Blue Tablet of the Stream in the blue pedestal. The gate is removed from the large door in the Hall of Balance.



Drop into the reservoir, which is now empty save for several Fiend Flare Shadohs emerging from the passage. Follow the winding duct into the Hall of Balance. Drop to ground level and go through the newly unlocked door.



### Golden Scarab

You've obtained a Golden Scarab!





## Peristyle Passage

The Peristyle Passage is crawling with Fiend Flare Shadohs. A chest appears at the corridor's far end. Inside the chest is a Lives of the Thousand Gods. You don't have to fight them all to get the chest, so consider the risk-versus-reward factor here.

If you do take them on, know this: there are an overwhelming number of Fiend Flare Shadohs in this passage. To make things easier, lure them into the passage's entrance where they bunch up; then slaughter them. Use Flying Swallow attacks and Ninpo techniques to kill multiple enemies at once. If the fight spills out into the main passage, avoid getting trapped in niches between the pillars along the walls.

### Lives of the Thousand Gods

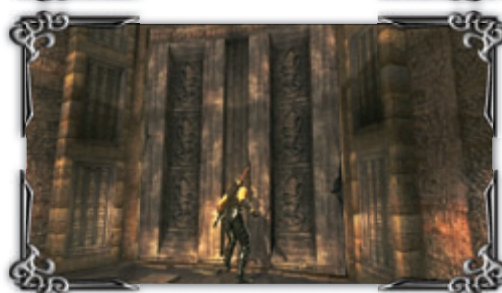
You've obtained a Lives of the Thousand Gods health increase!



Return to the door through which you entered, then go between the two columns to the left. Perform Flying Bird Flips between the two columns, repeating this to the top. At the top of the left column is a small space containing a Golden Scarab.

### Golden Scarab

You've obtained a Golden Scarab!



Drop to the ground and go through the door you unlocked. Continue through the passage into the next chamber. Swat all the Giant Bats flying around and prepare to reach a chest on the room's upper level.

Equip the Dragon Sword, face the large door to the next area, and perform a vertical wall-run. At the run's top,

execute a Flying Bird Flip, then immediately press **▲** to land on the ledge running around the room's upper section. Head around the ledge to the chest in the corner to obtain a Life of the Gods.

Go through the large door into the Underground Sanctuary.

## Underground Sanctuary

Upon entering, a brief cutscene shows a large, sword-shaped slit in the floor's center. After the cutscene, contend with the large group of Fiend Flare Shadohs, then enter the side room. In the corner to the left is a Golden Scarab. Restock on arrows at the corpse in the room. Now start horizontal wall-running around the room, jumping at each corner until you reach the higher level.



Examine the goddess statue at the far end of the passage to gain a clue as to what to do. Standing in the alcove where the statue stands, perform Flying Bird Flips to the area above the statue. When you drop to the ground, the impact drives the stone plate into the ground, removing the locks from the nearby door.







Go through the doorway and stand on the platform. Equip the Strongbow, and fire an arrow across the gap at the red glowing jewel on the opposite wall. This

lowers a wall from the ceiling. Perform a horizontal wall-run along this wall and jump to reach the platform on the opposite side of the Underground Sanctuary.

## Golden Scarab

You've obtained a Golden Scarab!



Enter the alcove containing the jewel and go up the stairs to the left. Follow the narrow upper-level ledge to a chest containing a Great Spirit Elixir. Next, go to the room's other side. Follow the narrow ledge along the wall until it stops. Jump out to grab a tree branch suspended over the chasm, and swing across to the other side. Search behind



the dragon statue to find a Golden Scarab, then examine the pedestal in the center to find the Brand of Valor. Save your game at the dragon statue before proceeding.

Move to the indentation in the center of the Underground Sanctuary and use the Brand of Valor. Doing so summons a mighty beast....

## Golden Scarab

You've obtained a Golden Scarab!



## Fiend Paz Zuu

The bird's attacks have a very definite pattern, which you can use against it. Equip the Dragon Sword and Explosive Arrows, if you have them. When the battle begins, run to the right and toward the creature. This makes it lift off and land on the level above.

Face the creature, draw your bow, enter first-person view, and sink a couple of Explosive Arrows into it. When the creature drops back to the ground, run toward it. The bird runs to the room's opposite side, near the entrance. This is exactly where you want it.



Run to its side of the room, avoiding its lasers or wind blasts. When within range, perform a Flying Swallow through the creature. You should land behind it, on the stairs. Wait until the creature hops, attempting to damage you. Then perform an **■, ▲, ■, ■** attack on its backside. Move

away and wait for it to hop, then do it again. Continue this attack until the creature bows its head, indicating it is stunned.

When it bows its head, run to the creature's front and perform another **■, ▲, ■, ■, ■** attack to the head or use a Ninpo attack. The bird may rush to the room's other side. If it does, approach it; the creature runs back to the entrance, where you can repeat the entire attack strategy. Repeat this until it is finished.



## Chapter 13: The Path to Zarkhan

Using the Aqueduct, Ryu has arrived at the moat surrounding Zarkhan. However, a great wall blocks his path into the palace itself...



### TIP

The majority of the next section takes place underwater. Take a dunk in the water and test out your controls. If you're having a hard time navigating underwater, save your game, exit to the Main menu, and change the underwater controls.



### Moat Entrance



Open the chest to obtain the map of the moat, and save your game at the dragon statue. On the platform's other side is a chest containing a Great Spirit Elixir.





Leap into the water. Swim to the bottom and obtain a Golden Scarab by the broken gate. Surface to take a breath and resubmerge.



The large Shargelth here are relatively harmless unless you swim or walk on the water in front of them. If you cross their path, they'll snap you in their large mandibles and crunch on you.

### Golden Scarab

You've obtained a Golden Scarab!



Swim through the hole in the opposite gate and surface to get more air. Then dive back down and swim into the circular tunnel. Carefully navigate the tunnel, stopping only to let the spike traps snap. As soon as the spikes retract, continue swimming. Get through the tunnel as quickly as possible, before breath runs out.



In the next canal, surface and climb atop the platform. Check the dead body and take the Ninja's spear gun. To the Ninja's right is a Muramasa kiosk. Stock up on elixirs, then dive back in the water.



Swim through the next tunnel, carefully navigating past more spike traps, and quickly surface in the next canal.

Quickly climb out onto the platform. Use Explosive Arrows to take out the three FL-018s hovering over the water, then pick up the Golden Scarab on the platform. Dive back in the water and continue into the next square tunnel. Swim near the canal's bottom to avoid the bombs from the FL-018s hovering over the water's surface. Swim to the canal's other end and through the square tunnel. As you emerge from the square tunnel, locate the next tunnel on your far left.



Surface in the next small cave. Climb out of the water and strike down the Basement Flies and Fiend Flare Shadohs. Save your game at the dragon statue, then open the nearby chest to obtain a Great Spirit Elixir. The chest at the room's far end contains a Life of the Gods.

### Golden Scarab

You've obtained a Golden Scarab!







Get back in the water and go through the tunnel into the next canal. Swim to the right and dive to the bottom in the corner to find a Golden Scarab. Go topside at the corner and climb onto the small platform. Use a Ninpo attack to take down the Fiend Gilldabl flying in and out of the water.



When the coast is clear, examine the door on the larger platform behind you. You need a Triton key to unlock it, so forget about it for now. Locate the three archway gates across from the Triton door, then leap back into the drink. Swim through the hole in the middle archway gates, and make a beeline for the sunken ship just ahead.

#### Golden Scarab

You've obtained a Golden Scarab!



FL-018s floating above the surface in this area make it nearly impossible to surface without taking damage. Swim into the hole in the back of the sunken ship, and grab the Oxygen Cylinder. Congratulations, you can now swim underwater indefinitely!



Swim out of the hold, climb onto the ship's forecastle, and quickly use your bow to destroy the three FL-018s. Examine the winch on the forecastle to use the hand crank. This raises a hatch inside the ship's hold.



After you have the Oxygen Cylinder, swim back through the hole in the middle archway and swim straight ahead until you hit a row of bars. Follow the bars to the left and swim inside the maze of bars.



Go through the maze and grab a Life of the Gods and a Talisman of Rebirth at the end. Prizes in hand, head back to the sunken ship and resume your business.

Dive back into the water, and swim through the back of the ship and out the open hatch. Swim toward the back of the ship. A Golden Scarab lies in the corner on the right, and there's a chest containing the Key of Triton.







Swim out of the sunken ship's hold and back to the platform with the Triton door. Unlock it with the key and go through. Beyond the door is another watery area. This

one, however, is infested by FL-018s, Fiend Gildabl, and plenty of angry Shargelth.



Immediately use a Ninpo attack to eliminate some of the nearby Fiend Gildabl and FL-018s. Finish off the FL-018s first using your Windmill Shuriken. Then, turn on the



Fiend Gildabl and Shargelth. From the island at the room's center, launch your attacks on the remaining enemies. After you defeat all of them, a gate in the distance lowers, granting you access deeper in the room.

Jump back into the water. Swim to the fissure's bottom and into the black hole. You emerge in the room where you defeated the Bone Dragon. The room is now completely



flooded. Swim to the left until you find another tunnel in the wall. Swim through this extremely tight channel.



When you emerge, swim to the right and down a descending corridor. Eventually, you come to the Chamber of Everlasting Sleep, where you obtained the Skull

Key. Swim to the top of this room to grab a Golden Scarab. Now dive to the room's bottom and go through the door you opened with the Skull Key. Swim through the passage.

## Golden Scarab

You've obtained a Golden Scarab!



You emerge in the room with the elevator that goes up to the monk's room. Use the spear gun to take out the five Shargelth. Stop by the Muramasa kiosk and stock up on as many elixirs as you can, then swim into the brick tunnel. Follow it to the end. Save your game at the dragon statue, then ride the elevator to the surface.



**TIP** Believe it or not, the elevator still works! Ride it back to the monk's room and quickly take out the three Black Spider Clan Ninja. Read the note on the destroyed desk to learn that the monk has placed yet another item in the wall safe. The combination is 1223. At the wall safe, rotate the dial left to 1, left to 2, right to 2, and left to 3. This unlocks the safe and reveals a Jewel of the Demon Seal.



## Doku



The fight with Doku can be very tough. Doku's attacks are varied but are similar to yours. He uses a series of sword combinations just like you, so defeating him is not a matter of finding a particular weakness but about developing sound sword-fighting skills.

Blocking, counterattacking, and proper defense are the keys to victory.

Begin by launching at him with a Flying Sparrow. He'll most likely block it, but dealing damage isn't the primary purpose of your attack. You want to get within striking distance. Once you land, immediately put up your guard. As he counterattacks, roll away and press **▲, ▲** to launch a counterattack of your own.

After landing your attack, distance yourself from him to avoid his grapple attack. If he grabs you, he'll pump you with his sword and steal your health. Stay out of grabbing distance by using evasive rolls and striking only when you're behind him.

His other attacks are easily avoided. Leap out of the way of his sword toss and stay away from his flame-breathing and ground-pound attacks. That's all there is to it. After you avoid his attacks, leap back in and slash at him with overhead attacks.



Ninpo attacks aren't as effective on Doku as on other bosses, so save them until you've whittled down his health to less than 25 percent. Otherwise, continue to attack with combos, roll away, and strike at him from behind. Retreat only to distance yourself from his attacks, and leap back into the fray with the Flying Sparrow technique. Doku is mighty, but you've got sound technique. Keep on the attack and you'll emerge the victor.





## Chapter 14: The Ancient Greater Fiends

Rachel follows Lord Doku, who now takes the form of a vengeful spirit.... As she enters the torn fabric of space and time, what horrors await her?



### Great Bridge Square



Beginning in Great Bridge Square, save your progress at the dragon statue in the square's corner; head toward the door with the five green stones.

At the T-intersection before the door, a trio of orange fiends leaps out from the alley to the left. Block their incoming attacks and ram your hammer through their skulls. After dispatching the trio, bash



**This is a Rachel chapter!**

#### Legend

- Golden Scarab
- Muramasa Kiosk
- Chest
- Dragon Statue

### Hayabusa Village



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



down the cracked door to gain access into a little room containing a chest. Open the chest and grab the Elixir of Spiritual Life.



Leave the little room and go through the gate to the room behind you. Turn left to find a chest full of essence. Claim the essence. In the room's center is a large glowing circle on the floor. Step in the light and press ■.

The circle of light is a portal that instantly transports you to the graveyard in Hayabusa Village!



## Hayabusa Village

Leave the graveyard and follow the stairs to the dragon statue. Save your game and prepare for battle at the Muramasa kiosk at the area's other end. This is the area where you first fought the four horsemen. At this point, you have two options: 1. Go to the bridge and fight off an army of Black Spider Clan Ninja and Ninja Mages to get a new hairstyle, or 2. Leap over the rubble to the left of the Muramasa kiosk to continue on your adventure.

If you battle the army of enemies, stay near the bridge's entrance, where you can easily access the Muramasa kiosk and refill on elixirs. As you endure wave after wave of enemies,

wait until three Ninja Mages attack one by one. After defeating them, two groups of Black Spider Clan Ninja attack. Defeat them, and a chest spawns on the bridge's center. Open it to get access to another hairstyle for Rachel.

### Shoulder-Length Blonde

You've obtained a new shoulder-length (blonde) hairstyle!



Return to the dragon statue and save your progress. Revisit the Muramasa kiosk and use all the yellow essence you acquired on the bridge to restock on elixirs and purchase any earrings you haven't already. If you have buyer's remorse, you saved your game before you spent your yellow essence, so you can rectify any shopping mistakes you made.

Leap over the rubble to the kiosk's left and fend off the Ninja Mages and Black Spider Clan Ninja that attack. There's plenty of room here to move around; use all of it.







**While stocking up on elixirs, leave room for one Spirit Elixir of the Devil Way and one Elixir of Spiritual Life.**

Turn the corner into the area with the three targets in the distance and go through the second door on the right. Inside is another Muramasa kiosk, an Elixir of the Devil Way, and an Elixir of Spiritual Life. Because you just came from a Muramasa kiosk, you don't need to purchase anything, but do a little window-shopping if you like.

Climb the ladder across from the kiosk and leap out the window on the top level. This area is where you (as Ryu) found the three statues, one of which was headless. Clear the area of invading Black Spider Clan Ninja and examine the glowing rock on the precipice across from the window.



Smash through the glowing rock to reveal a Mysterious Stone Tablet. Haul the tablet down to the pedestal at the hill's base. Place the tablet on the pedestal to activate another portal in the niche to the left. Step in the portal.

## Club-Toting Fiend

The portal transports you to a small, cramped cage area. At one end of the cage is the portal through which you entered; at the other end, atop a small flight of stairs, is another portal. When the portal's light dims, a group of Fiend Flare Shadohs ambushes you. Hold them off until the large



Club-Toting Fiend appears at the top of the stairs.

When it does, use an overhead smash to get up close and inflict damage. When your feet hit the floor, activate your sorcery attack. Unleash it on the remaining Fiend Flare Shadohs and the large behemoth. The attack forces the large fiend to change forms.



Leap away from the Club-Toting Fiend's retaliation when it hops up to attack. Gain some distance in the small cage and charge up another sorcery

attack. Continue jumping away from attacks and delivering hammer pounds until the beast falls and the next portal opens.

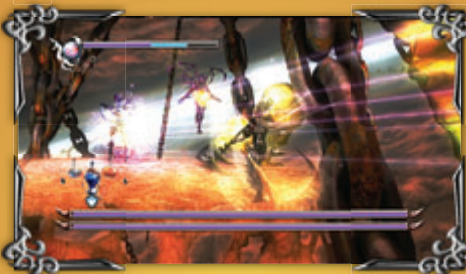
## Ethereal Plane

Go through the portal atop the stairs to be transported to the Ethereal Plane. Use the dragon statue to the right of the exit portal and walk toward the Evil Spirit of Doku.





### Ancient Greater Fiends



As you approach the Evil Spirit of Doku, the surrounding area transforms into a spirit realm. There, Nicchae and Ishtaros, the Ancient Greater Fiends, lay on their assault. You can block their attacks and launch counterattacks, but they're too powerful to be defeated. Eventually they defeat you, so save your elixirs....

As you lie defeated on the ground of the Ethereal Plane, the chapter closes and the three Greater Fiends (the Evil Spirit of Doku, Nicchae, and Ishtaros) stand triumphantly over your seemingly lifeless body. Is this the end?

## Chapter 14: The Caverns

Although it appeared as though Ryu had defeated Doku, his vengeance is still incomplete. The Dark Dragon is in the hands of the Holy Vigoor Emperor. What will become of Rachel?



### Battle Arena



After defeating Doku, search the ground where he lay to find the Kitetsu. This sword allows you to perform all Doku's cool moves, including the life-sucking attack.

#### Legend

- Golden Scarab
- Muramasa Kiosk
- Chest
- Dragon Statue





Visit the room behind you; behind the two columns to the left is a Golden Scarab. At the back of the room, pull the switch on the wall. The platforms in the battle arena rearrange themselves, and three move to ground level. Return to the battle arena where three Fiend Gahrulas await. Ignore them and climb onto the platform closest to the ground, along the right wall. Wall-run to the next platform behind you.



## Golden Scarab

You've obtained a Golden Scarab!



## Legend



Golden Scarab



Muramasa Kiosk



Chest



Dragon Statue



**Golden Scarab**

You've obtained a Golden Scarab!

**TIP**

At this point, if you head back to the arena where you fought Doku, you can battle 60 Fiend Gahrulas to obtain a Lives of the Thousand Gods. The chest appears on the balcony overhead. To defeat all 60 enemies, stand on one of the lowest platforms in the arena and use the War Hammer to bash in their skulls, taking a minimum of damage in return.

Perform two consecutive wall-runs to reach the next platform. Jump to the small platform jutting out of the wall, where a chest contains a Great Spirit Elixir. From behind the chest, begin another horizontal wall-run to the next platform. Throw the switch there to move the final platform into place on the arena's other side.

Repeat this wall-running technique to reach the opposite platform jutting from the wall and claim another Golden Scarab.



Follow the path down the slope to a chest containing a Great Spirit Elixir. Continue into the next area. Defeat 60 Fiend Shadohs and Fiend Flare Shadohs here to obtain a Lives of the Thousand Gods and increase your Health bar. In the alcove on the other side of the massive door is a Ninja corpse that contains Saru's Diary.

Follow the path beyond the great doors, jump over a fallen tree, and save your game at the dragon statue. There are three statue heads in this area. One of them is facing the wrong way. Use a heavy weapon such as the Dabilahro to smash this head and obtain a Golden Scarab.



## Golden Scarab

You've obtained a Golden Scarab!



Follow the path to the right to an area with a small pond. Sprint across the pond and open the chest in the distance. Grab the Great Spirit Elixir, then jump into the pond. At the bottom you find a Golden Scarab and a chest containing a Life of the Gods.

## Golden Scarab

You've obtained a Golden Scarab!



Climb out of the water on the ledge holding the open chest. Enter the cavern to the chest's left and drop into the Giant Bat-filled cave. Dispatch the pests, then search the dead Ninja's body to find the map of the caverns. Enter the tunnel, drop into the water, and swim into the next cavern. Climb out and move forward until you fall down an icy slope. You drop into the ice cavern.



## Ice Cavern



At the cavern's bottom, three Fiend Gahrulas and a few Fiend Flare Shadohs attack. Use a Ninpo attack to get rid of them immediately. You can also use the surrounding walls to attack the Fiend Gahrulas from above with Flying Bird Flips.

When the coast is clear, walk to the cavern's corner, just right of where the

platform ends. Execute a Flying Bird Flip to reach the platform atop the cavern wall. Extract a Life of the Gods from the chest here and go into the cave on your right.

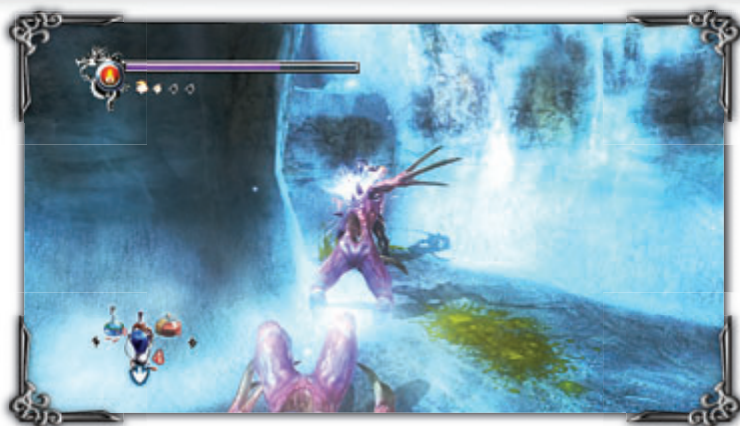
From the cave's exit, leap across the small gap and save your game at the dragon statue on the other side. Examine the door to the left; it requires a special pentagon tablet to unlock.



Now drop into the ice cavern pit and defeat the Fiend Flare Shadohs. Trek into the pit's cave, climbing higher along stepped platforms until you reach a translucent ice blockade. Bust through the blockade and clear the following cavern of more Fiend Flare Shadohs.







As the cave winds to the right, locate a small niche with a circular icy floor. Jump into the air and press **▲** to execute a Strong Attack. As you come down on

the floor, the ice breaks and you fall into a Fiend Flare Shadoh-infested hole. Fend them off before exploring the U-shaped area to find an entrance into the next area. Climb out of the hole and into the ruins.

## Ruins

In the ruins are two stone platforms. The one on the right contains a pentagon-shaped Shield of Vigor. The platform on the left has a circular indentation. Grab the Shield of Vigor and backtrack through the icy caverns to the ice cavern pit.

Use the shaft at the pit's end to perform Flying Bird Flips back to the ice cavern's high level. Return to the dragon statue and save.



## Magma Cavern



Place the Shield of Vigor in the door on the left and gain access into the magma cavern. Immediately upon entering, you see a small object glowing in a nearby globe. Walk up to it to avoid accidentally running into the Fiend Gahrula behind it. When you reach the globe, take the object—the left piece of the Stone Tablet.

Tablet piece in hand, wall-run along the left wall, past the fire-spewing Fiend Gahrula. Wall-run a second time past another similar fiend. Finally, wall-run one last time along the left wall and jump away from the wall before you fall. You land on a tiny circular platform just beyond a dangerous corridor. Turn around to locate the corridor behind you and to your right.







While standing at the entrance to the dangerous corridor, pay close attention to the pattern of steam jets firing from both sides. When the first two jets fire, inch toward the corridor's middle. Vertical wall-run up the left wall and grab a small stone ledge.

Slink right along the ledge past the final steam jet and drop on the corridor's

other side. If the steam hits you, it knocks you into a lava pit at the corridor's bottom.

## Magma Lake

Walk out to the next area and stand over the magma lake. Across the lake are two locked doors with a face imprint and circular indentations for eyes. Return to the small stone ledge and go down the corridor to its right. Streak past the Fiend Gahrulas and exit the corridor onto a small platform on the left of the magma lake.



Activate the large button on the floor by leaping into the air and pressing **▲** over it. This makes a set of oddly shaped platforms rise out of the lake.

Jump onto the first T-shaped platform and slowly edge toward the lake's center. Once there, jump and grab a bar jutting out from a large stone. Launch yourself from the bar onto the next platform.

Wait until the Fiend Gahrula stops spitting fire, then run around the L-shaped platform toward the lake's other side. Leap toward the

dragon statue and save your progress.



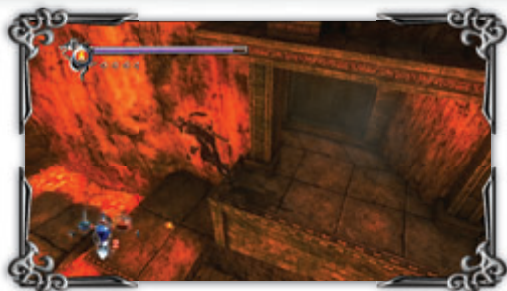
Examine the door nearby. It requires a circular tablet of some sort to open it. Now visit the Muramasa kiosk across from the dragon statue. Stock up on as many elixirs as

you can purchase. You'll be facing three different bosses before concluding this chapter. Purchases made, look to the kiosk's right to find a broken wall sticking out of the lava.



Wall-run along the wall as it winds inward to a small cave. Defeat the Fiend Gahrulas in this cave using Ninpo attacks and the health-sucking Kitetsu technique. In the corner of this cave is a small podium surrounded by lava. Climb onto it and go through the gray door to the next area.





In the next room, drop immediately to your right. Grab the Golden Scarab and climb back onto the area just outside the door you came through. Jump from the door onto the large teetering platform at the room's center. Your weight forces your end to dip while the opposite end rises.



### Golden Scarab

You've obtained a Golden Scarab!



Run up the platform and jump off the rising end into a tunnel at the top of the opposite wall. Inside the tunnel is a swarm of Giant Bats. Equip your shuriken and have at them. Absorb all the Giant Bats' essence and exit the tunnel's other end.



### NOTE

Memorize this Giant Bat tunnel; you might need to visit it again later.



Examine the cauldron at the room's far end. It contains molten metal. Tip it over; the metal runs down a small passage and into the circular mold in the room you visited earlier.



Before exiting this room, go back through the Giant Bat tunnel and onto the teetering platform. Run across the platform as you did before, this time heading in the opposite direction, and jump into a small room above the door you came through. Take the Great Spirit Elixir from the chest inside and drop down to the door below. Return to the dragon statue by the Muramasa kiosk and save your progress; you've got a lengthy trek ahead.

## Ruins

With nothing more to do in the magma cavern for now, trek back to the ruins. Use your map if necessary. Upon reaching the ruins, notice that some of the icy walls have been melted, granting you easier access to the area with the molten metal molds.

Take the Cog of Vigor (the circular object in the mold) from the mold and save your game at the dragon statue just to its left. Just beyond the dragon statue is another Golden Scarab. Pick it up and continue to the circular ice sheath behind it. Pound through it like you did the other one, and prepare for a battle.





## Golden Scarab

You've obtained a Golden Scarab!



## Fiend Yotunfrau

Fiend Yotunfrau's bark is definitely worse than his bite. Unfortunately, his bite isn't his toughest attack. Initially, the Fiend Yotunfrau just stands there, so take advantage and slash at his rear. A few strong combinations should slash at least one-tenth of his Health bar.

When he begins thrashing about the arena, stay on your toes. As he pounds the ground, ice shards rise in the air. Spring into the air to keep from being impaled by them.



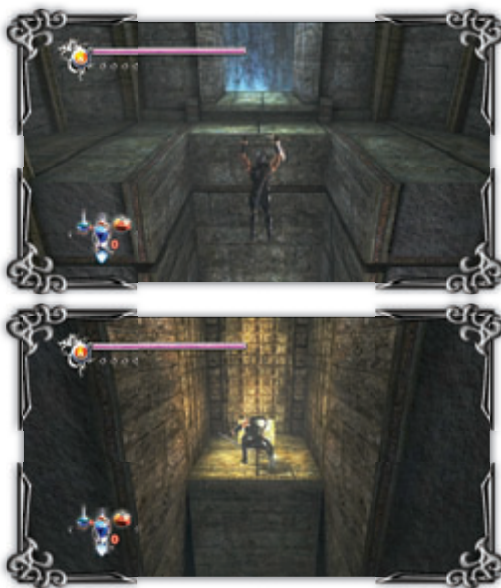
Eventually, the polar behemoth begins to execute surprisingly graceful flips and handstands. As he comes down, he'll attempt to land on you. Simply dodge his fist ballet and counterattack when he lands.

Luckily, he's slow to react and often stands in one spot long enough for you

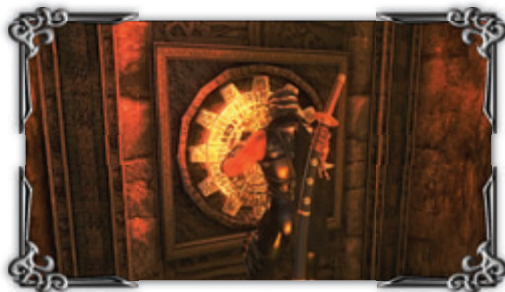
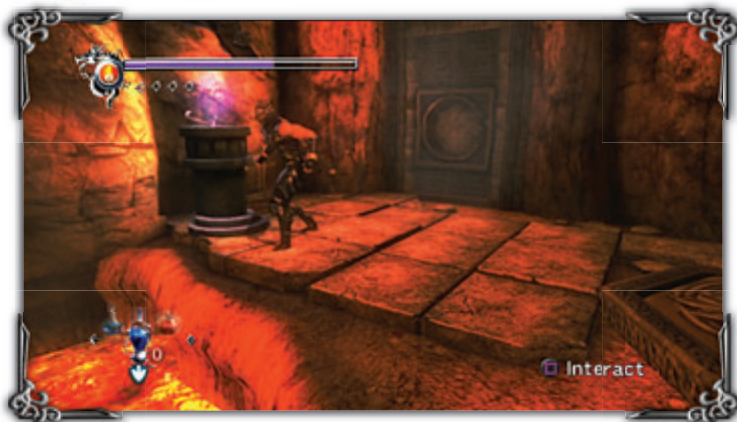


to land several combos and Ninpo attacks. Focus the brunt of your attack on his rear, and the beast will fall to your blade. When he dies, pick up the glowing object—the Eye of Ice, and the first step in wrapping up this chapter.

Go through the door at the end of the battle arena. It leads into a small, unoccupied room with a tall shaft on the right. Use Flying Bird Flips to reach the top. Hang from the ledge and let go to fall back down the shaft you just climbed. Halfway down the shaft, you'll grab hold of a niche in the shaft's middle. Hoist yourself into the niche and take the Great Spirit Elixir from the chest. Drop to the ground floor. Now you can climb back to the top again. This time, go through the passage and into the ice cavern.



## Magma Lake



Leave the ice cavern and return to the magma lake. Cross the lake to the platform with the dragon statue and Muramasa kiosk and save your progress. If you're

in dire need of elixirs, purchase some now. If not, use the Cog of Vigor on the door nearby to proceed to the next boss battle.



## Firestrike Worms

The battle with the Firestrike Worms is fairly simple. This fight is extremely similar to the fight against the pair of Thunderbolt Worms earlier; however, you can't fall into the lava as easily and both worms share one Health bar. Begin by baiting the worms to attack by standing stationary for a moment.

When one of the worms emerges from its hole and swings from left to right, move from your position and charge up an Ultimate Technique. The moment the worm's head is over the platform, release your attack. This inflicts major damage. Follow up by leaping around the platform and hitting them with arrows.



If they reel back, prepare to evade a ring of fire. Much like the Thunderbolt Worms' electric balls, these rings of fire can't be blocked. Instead, leap out of the way or roll away at the last second.



When their Health bar is less than 50 percent, take a position near your platform's

center and charge an Ultimate Technique. Just as before, unleash it just as they attack to slice huge chunks off their Health bar. If you can charge to Level 2, you'll take at least 40 percent of their health. Repeat until the worms are nothing more than ashes.

## Magma Lake



Absorb the worms' essence and pick up the Eye of Flame. Exit the worms' chamber and save your game at the dragon statue outside. You've got the final piece needed to conclude this chapter. But before you do, visit Muramasa and refill on Elixirs of Spiritual Life, Explosive Arrows, and APFSDS Cores, in that order.

Trigger the floor switch in front of the dragon statue and jump to the L-shaped platform. From there, carefully jump up to the raised area on the right. Go through the door with the two circular indentations. Once inside, pick up the Devil, Deity of Immortality statue just beyond the door to coax out your next enemy.



**Remember the Giant Bat tunnel you visited earlier? Good, because that is the only place where you can get more blue and yellow essence. If you're running low on elixirs or need to refill your health without consuming an elixir, return to the tunnel and kill some Giant Bats.**

**You can reset the tunnel by exiting the room and reentering, thus granting you an endless supply of essence. The only limit to essence is your patience.**





## Smaugan, the Lava Dragon



So far, you've been lucky. Other bosses, though difficult, have not been quite as frightening. Smaugan, the Lava Dragon has several attacks capable of putting a major dent in your Health bar. The first is an attack where it sweeps left and right while breathing fire at you. Avoid this by simply running out of its range.

The second is a fireball attack that you can similarly avoid. Before the fireball reaches you, simply leap out of the way and keep moving. Unfortunately, you can counter only one of Smaugan's two fire attacks. Charge up an Ultimate Technique and unleash it just as it lurches forward to breathe fire on you. Your attack's speed nullifies any damage you might take from the creature's fiery breath, but it requires very precise timing.

Its third attack is a vicious wind gust. Much like the Skeleton Bird you fought earlier, Smaugan reaches back with its wings and flaps them toward you, launching a gust of hot air at you. To avoid this attack, you must move out of its way as soon as you see the Lava Dragon reach back. This attack is very far-reaching and cannot be blocked, so be quick!



On occasion, the Lava Dragon will stick its head over one of the platforms, practically inviting you to thwack it. Take it up on its invitation. Strike it with Flying Swallows across its head (not toward it) and use ■, ▲, ■, ■, ■ combos.

Notice the two platforms with floor switches. Either pound on these to raise the platform, or wait until Smaugan raises them to gain a height advantage on the creature. While on the higher level, attack with Ninpo and explosive projectiles.



Try not to use Flying Swallow attacks while up high or you'll risk landing in the lava below. Move constantly to avoid its deadliest attack where it grabs you with its mouth and crunches on you like a little Ninja snack. If the Lava Dragon does this, repeatedly press ▲ to shorten your stay in its mouth. Continue moving about and attacking when it sticks its head out and Smaugan will breathe fire no more.



Climb onto the Lava Dragon's neck and grab the Lives of the Thousand Gods. Carefully walk up the dragon's tail and reach the exit behind it.



## Chapter 16: The Fiendish Awakening

All events thus far have led up to one place: the depths of the Palace of Zarkhan. Will Ryu be able to discover the path inside?



### Underground Tunnel



With the Lava Dragon fight behind you, venture deeper into the tunnel. Slaughter the Giant Bats flying overhead to absorb their essence and keep them from being a nuisance.

Farther into the tunnel, you find a dead body. Examine it to get the complete map of the Vigoorian Underground and San's Diary. Take your new possessions deeper into the cave until you find a small room with a dragon statue and a chest. Open the chest to reveal a Life of the Gods. Save your game.



This small room has no roof. In fact, it's a long shaft leading upward. Unfortunately, it's infested with Basement Flies. Let the flies drop down until they're within reach and slice them to bits. Occasionally use a Ninpo attack to take them out in bunches. After you clear the shaft, a small chest appears on the level above the exit.



## Blue Water Reservoir



## Red Water Reservoir

Execute a horizontal wall-run across one wall and immediately vault onto the next. The shaft has short walls, making it easy to wall-run to the shaft's top.

## Underground Waterway



Examine the dead body at the top and refill on arrows. Take the Jewel of the Demon Seal from the chest and go through the door into the underground waterway. Veer right out of the first tunnel and into a familiar area. Destroy the Basement Flies in the tunnel and continue to the right.



Traipse through the Giant Bat-infested tunnel to the large wooden door with iron bars on it. Beyond the door is the stair-step rock precipice you encountered after destroying the twin Thunderbolt Worms. Slash the Fiend Flare Shadows on the rocks and hop down.

## Blue Water Reservoir



## Red Water Reservoir





At the base of the rock steps, follow the tunnel to the right. You find a dead body with Incendiary Shuriken. Stock up and kill the Fiend Flare Shadohs in this area.

Pick up the pace and head deeper into the cave until you reach the Muramasa kiosk. If you have the means, now is a good time to finish powering up the Kitetsu. Walk up the slope directly across from the kiosk to another Giant Bat-infested shaft. Ignore the Giant Bats and use consecutive Flying Bird Flips to reach the shaft's top.





## Hayabusa Village

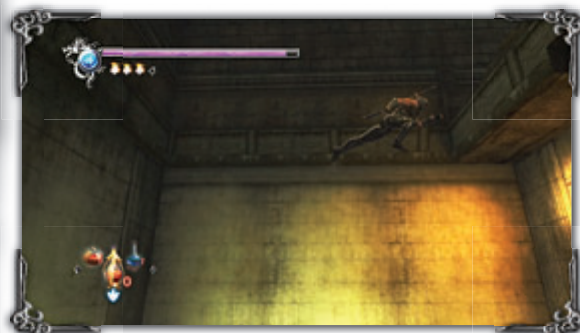


### Legend

-  Golden Scarab
-  Muramasa Kiosk
-  Chest
-  Dragon Statue



## Aqueduct B3



Exit the room you're in and emerge in Aqueduct B3. Walk past the dead Ninja on the left and make a left at the exit. Three Fiend Flare Shadohs appear at the exit. Slaughter them and continue moving left. At the next intersection, make a right up the stairs.

Wall-run across the left wall. Leap at the corner and wall-run to the next area. You've done this before, so it should be old hat.

## Aqueduct B2



Go up the stairs on the right and make a left at the tunnel. Follow it to the next set of stairs on the right. Take them to Aqueduct B1.



## Aqueduct B1



The door leading to Aqueduct B1 is chock-full of Fiend Flare Shadohs. Take them out. Use the narrow walls to wall-run over them and crash down on them with your blade.



Search the tunnel for another door. Behind it is a dragon statue and a ladder leading out of the aqueduct. Save your game and exit.

## Dworku Monastery Tracks

Emerge from the manhole and prepare to defend yourself. Three Fiendified MSATs leap out and attack. Kill them swiftly and visit the area behind the nearby gate. Restock on Explosive Arrows at the crate, then visit the Murasama kiosk outside the gates.

Head down the street, away from the Muramasa kiosk, and take a right at the stairs.



Before going down the stairs, you can save your game at the dragon statue. You haven't accomplished much since your last save, but it wouldn't hurt to save again.

## Drawbridge Square



Take Drawbridge Hill to Drawbridge Square where three fiends await. You don't have to fight them, but they're sizable targets and they telegraph their intentions well before they attack. Behead them with Flying Swallow attacks, making them even less threatening. Slash at them at will and stop only to avoid their slow side-handed swipes.

When you defeat all three purple brutes, a Talisman of Rebirth appears at the square's center. Grab it and drop down over the square's edge to the dragon statue below. Save your progress and head into the tunnel on the left.

## Moat Road

The first area of the tunnel houses three more Fiendified MSATs. Eliminate them with a Ninpo attack. Exit the tunnel onto Moat Road and take the road back to the lily door by the Clock Tower Plaza.

Exit the lily door into the waiting arms of two more Fiendified MSATs. Slice them up one at a time and save your progress at the dragon statue on the right.



Remember this area? This is where you can slowly rack up endless kills and farm blue and yellow essence.



## Twin Serpent Plaza

Take the stairs across from theilly door and visit the Muramasa kiosk behind the skull door. Purchase more elixirs and exit the skull door. Turn right and follow the street to the Twin Serpents Plaza.

Place the Stone Tablet pieces on the pedestal, and the Twin Serpents statue begins to whirl around. A portal opens beneath you and suddenly you're transported to...



## Hayabusa Ninja Village: Graveyard



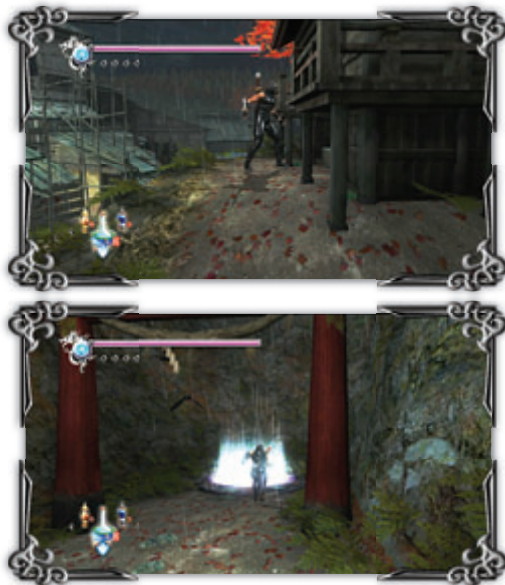
Exiting the graveyard, you stop to examine a tombstone with a small glowing object hanging from it. Jewel in hand, leave the graveyard and go down the stairs to the area where you battled the four horsemen.



After placing the jewel you found in the graveyard into the hilt of your sword, you get the True Dragon Sword. Equip this weapon now; it's one of the most powerful weapons available!

There, three Ninja Mages and three Black Spider Clan Ninja attack you. Slash back and forth in the area to behead them all. If your Kitetsu is powered up to maximum, beheading them becomes much easier. Therefore, if you still haven't powered it up completely, use the Muramasa kiosk behind the rubble to do so.

Continue around the corner and enter the small building on the right. Climb the ladder inside and leap out the window to the sloped main street.



Before proceeding to the portal at the bottom of the sloped street, examine the pedestal across from the window. Previously, it was a cracked, glowing stone tablet. Now that Rachel bashed it, it reveals a Jewel of the Demon Seal. Grab it and step inside the portal at the bottom of the street.

### Jewel of the Demon Seal

You've obtained a Jewel of the Demon Seal!



## Magma Cavern

The portal transports you to a tiny caged area with a second portal. Use the second portal to travel back to the Magma Cavern. Step away from the portal and open the door directly in front of you.



Step in the next portal and you're transported to the pyramid area. Save your game at the nearby dragon statue and step out into the center of the grassy area.



## Awakened Alma



The second fight with Alma can actually be easier than the first. Awakened Alma deals the bulk of her damage while she's up in the air. There she can fire pink energy bolts, fly at you, and pick you up, or she can hurl large stone pillars. All attacks can be avoided by maintaining a safe distance and leaping away from her projectiles.

Circle in toward her, avoiding her

attacks, and use Flying Swallow to get in close and knock her down. As soon as she hits the ground, follow up with several combination strikes. Use one or two combos at most, then retreat and repeat.

Be patient and resist the urge to constantly launch yourself at her. Wait until she closes the gap on the ground and then launch your attacks. Don't use Ninpo unless it's completely powered up and she's in close range.

Remember to use short, quick combos and not be too greedy. Patience is the key to victory in this fight.



## Chapter 17: Vengeful Spirit

The fate of the sister has been decided. Ryu now heads for the depths of Zarkhan, determined to fulfill his vengeance once and for all...



## Legend

-  Golden Scarab
-  Muramasa Kiosk
-  Chest
-  Dragon Statue





## Pyramid Court



You've defeated the Holy Vigoor Emperor a second time, and Doku takes flight. There is a small glowing crack at the base of the pyramid. Equip your hammer and smash through it.

## Pyramid Interior

Go through the door behind the crumbled wall to find three stationary Fiend Nightmares. As you step into their room, the first fiend comes to life and lifts its heavy blade to swat you down. This encounter with the Fiend Nightmares can be just as difficult as many other boss battles.



Use your Ninpo to weaken its outer shell. Block its incoming attacks, roll away, and counterattack often. Avoid staying in too close or it'll pick you up over its head and pump the life out of you. When it sheds its first shell, it changes to a darker color and becomes even more aggressive. Use another Ninpo attack and follow up with combos. Repeat this strategy with the other two guards to succeed.



Stay away from the red circle barriers the fiends throw up. Touching them causes major damage.



Fiend Nightmares defeated, pick up the Serpent, Deity of Creation and go through the door with the glowing circle. The pyramid has transformed and the door now grants you access to a whole other part of the ruins.



Venture straight ahead until you reach a locked gate on your right (it requires the Griffon Key)

and a small cave on the left. Go into the cave to find a chest containing a Great Spirit Elixir, a Muramasa kiosk, and a dragon statue. Save your game.

## Fiend Realm



Follow the cave to its end and fend off a small swarm of Giant Bats. Step into the glowing portal and activate it. This transports you to an underworld arena in the Fiend Realm where the Fiend King sits on his throne.





Though he challenges you to defeat him, he only sends a few Fiend Flare Shadohs to do his bidding. Slash them to bits and grab the Griffon Key from the little chest that appears in the arena. Take the portal back to the cave and save your game before proceeding through the griffon gate.

## The Labyrinth



Dash up the two flights of stairs until you reach an intersection. To the right is a long passageway populated by Mist Fish. A note from Ayane drops in, hinting at which weapon is best suited for attacking the feisty fish. Equip the Vigoorian Flail and head into the passage on the right.



Use the flails to continuously attack the Mist Fish. As they come in for the attack, they run into your steady stream of flail moves and instantly perish. Absorb the fishes' essence and examine the alcove to the immediate left of where you entered. At the alcove's far end is a Life of the Gods. Take it and return to the main passage.



### TIP

The labyrinth is littered with strategically placed torches. As you pass them, they automatically light up. Consider them a trail of breadcrumbs indicating where you've already been. Use these torches to keep from getting lost. They take the place of the map you've grown accustomed to.



Exit the alcove, turn left, and continue trekking deeper into the labyrinth. Climb the next flights of stairs and make a right. Explore the dead Ninja behind the wall and take Gen's Diary. Leave that area, make a left, heading down the next passage toward a chest in the distance. When you reach the chest, open it to get a Great Devil Elixir.

Leave the chest and sprint back the way you came. When you reach the torch, make an immediate right down another flight of stairs. Storm down the passage, passing a locked door on your left (it requires the Lion Key).



Follow the passage until it dead-ends at a chest. Grab the Great Spirit Elixir from the chest and immediately turn around.

A school of ghastly Mist Fish attacks, and the path back to the locked lion door is blocked! Use the flail to fillet the Mist Fish, then equip the True Dragon Sword to deal with the Fiend Kiyatts that attack next. When all enemies are down, the barrier back to the lion door drops and the Lion Key appears on the ground.



On your way back to the lion door, another group of Fiend Kiyatts attack. This time they're accompanied by a large stonelike creature. Use a Ninpo attack to take them down and sprint past the ambush to the lion door.



On the lion door's other side is a dragon statue atop the stairs on the right and a passage leading to the left. Follow the passage left and grab the next Golden Scarab. Scarab in hand, go back to the passage and up the stairs to the dragon statue. Save your game.

### Golden Scarab

You've obtained a Golden Scarab!





To the dragon statue's left is a small chamber with a chest. Open the chest and take the Life of the Gods. Visit the courtyard directly across from the dragon statue (down the steps) and deal with two of the Fiend Ariochs and a group of Mist Fish. Examine the door in the courtyard; it's the lioness door and requires the Key of the Lioness to open.



Return to the steps' base and turn left. The labyrinth leads you directly into another passage full of Mist Fish. Flail a path through the fish and follow the maze as it makes a U-turn. Continue deeper into the labyrinth until you find another open courtyard on the left. Go into the little courtyard and grab another Golden Scarab.

### Golden Scarab

You've obtained a Golden Scarab!



Exit the courtyard and turn left. Follow the maze until you reach two paths on the left. The first path leads to a dead end with a chest containing a Great Spirit Elixir. The second path leads through a school of killer fish to a Muramasa kiosk and the Key of the Lioness.

Take the key and fill up on elixirs at Muramasa's kiosk. This

is the end of the labyrinth exploration. Now, return through the maze, fight two more schools of fish, and reach the dragon statue. Save your game and equip the True Dragon Sword. You're going to need it...

## Evil Spirit of Doku

Take the Key of the Lioness to the door in the courtyard across from the dragon statue and unlock it. Just beyond the door is the Evil Spirit of Doku. He's a floating, spirit version of the same Doku you faced earlier. In some ways he's easier than before. He's more susceptible to Head Splitter attacks and Flying Swallow techniques.



His most devastating assault is a grab attack where he stabs you and slices huge chunks of health from your Health bar. Easily avoid his breath attack and sword tosses by leaping away from them before they reach you.



Block his sword slashes and roll away as soon as possible. If he continues slashing at you, his attacks will penetrate your guard and cause damage. Roll away and launch counterattacks. If he grabs you with his hand, release yourself by pressing **▲** as he pulls you in.

If you attack with Ninpo, use it only after

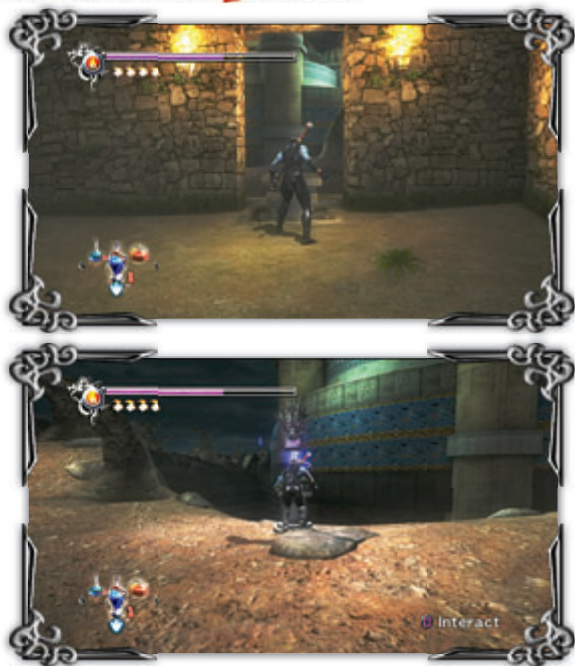
cornering him against the wall. Otherwise, he'll simply float out of the way. Always maintain a strong guard and roll away to attack from the side whenever possible. The Evil Spirit of Doku is no match for you and the True Dragon Sword.



## Chapter 18: The Core

Doku's hate continues to slowly transform Ryu into a Fiend. Feeling the blood of the Fiends pounding in his veins, the Dragon Ninja stands before the gates to the source of all evil, the Core of the Imperial Palace!

### Palace Compound



After defeating Evil Spirit of Doku, grab the Raptor, Deity of Sentiment statue from the pedestal at the arena's other end. The pedestal drops into the ground and creates an opening into the Palace Compound.

Immediately save your game at the dragon statue straight ahead. Examine the corpse behind you to locate the labyrinth map.

### The Labyrinth Map: Why Now?

Now that you have the map and have defeated Evil Spirit of Doku, things really get tough. In effect, this save point is your last before all hell breaks loose. Beyond this point, you will not find another Muramasa kiosk.

That makes the labyrinth map especially valuable; it clearly points the way back the last Muramasa kiosk before you face *all* the final bosses. In addition, the path to the Muramasa kiosk is littered with endless schools of Mist Fish is rich in yellow essence.

Backtrack from the Palace Compound using the labyrinth map and slaughter the Mist Fish to fill up on elixirs, power up every weapon, and purchase Talisman of Rebirth scrolls. You will need every bit of help you can get.



### Legend

- Golden Scarab
- Muramasa Kiosk
- Chest
- Dragon Statue



**TIP**  
If you've been using one save slot on your PS3, we highly recommend creating an alternate save point here. That way, you can always come back to this point and restock if you need to.







Check the chest at the far right of the dragon statue and claim a Great Spirit Elixir. Then return to the statue and continue past it (go left) until you reach a small clearing. There you'll face several Fiend Flare Shadohs and a Fiend Arioch.



Make short work of them with your True Dragon Blade and absorb every bit of essence. Before you continue, however, grab the Great Devil Elixir from the chest nearby and equip the Vigorian Flails. Walk past the two torches with the blue flames into the next clearing. Demolish all the Mist Fish and absorb their essence. Feel free to use Ninpo to save health. Chances are, they'll release red essence to refill your Ki.

## Stairway to the Imperial Palace



Go through the door on the left. You'll find yourself at the top of the staircase to the Imperial Palace. At your feet are a dying Black Spider Clan and a chest. Just as the Ninja dies, he hands you the Key of the Decayed Soul. Take Dai's Diary from the dead body, then grab a Great Spirit Elixir from the chest.

Check the chest at the far right of the dragon statue and claim a Great Spirit Elixir. Then return to the statue and continue past it (go left) until you reach a small clearing. There you'll face several Fiend Flare Shadohs and a Fiend Arioch.



From here you can brave a few waves of Fiend Flare Shadohs and head down the stairs. Go through the door opposite the stairs into Drawbridge Square and encounter a few more enemies.

Examine the chest in the small room to get an Elixir of Spiritual Life and jump atop the small platform to get a Life of the Gods. If you're fully stocked on elixirs and don't have at least eight other Lives of the Gods, the rewards aren't worth the risk.

## Palace Compound



Take the key back to the Palace Compound and return to the two torches with blue flames. Go between the torches onto a bridge leading up to the core.

## Imperial Palace Core First Floor

Use the key to open the door to the core's first floor. Notice the small display case at the room's center. As you walk toward it, the door behind you locks and three fire-breathing Fiend Gahrulas spawn.

Whip out your blade and run it through them. Use Ninpo attacks and stay on the move. Isolate one fiend at a time by luring it around the large structure at the room's center. Take out nine Fiend Gahrulas to clear the room and the door unlocks. Place the Raptor, Deity of Sentiment in the center display case to unlock the metal door leading to the second floor.







Before leaving this room, equip the Vigoorian Flails. Leave the room and take the stairs to the next level. The stairs are haunted by Mist Fish, so flail a path through them

to the next level. Grab the Great Spirit Elixir from the chest and switch back to your True Dragon Blade Sword before entering the next room.

## Imperial Palace Core Second Floor



The second floor of the core is very similar to the first: another tiny room, another case at the room's center, and another batch of Fiend Gahrulas.

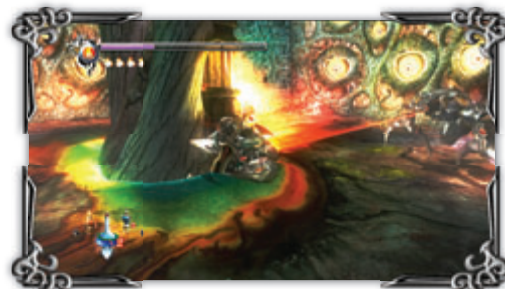
Use the same techniques as before, but save as much Ki as possible for the next floor. When the fiends stop respawning, place the Wolf, Deity of Wisdom statue in the case to unlock the next metal door.



Once again, switch to the Vigoorian Flails and blaze a path up the next flight of steps. Unfortunately, there are no goodies outside the door to the third floor.

## Imperial Palace Core Third Floor

The third floor is a bit tougher than the first two. The Fiend Gahrula trios are replaced by duos of the tougher, Fiend Arioch, but the room's center is a hazard. Should a Fiend Arioch get you in its clutches near the room's center, it'll pound you to the floor below, forcing you to deal with the reptiles below and the nasty fish on the stairs leading back.



As you fight, hug the walls around the room. Use as many Ninpo attacks as possible, but be sure to get both fiends when you do. Using a Ninpo on a single fiend is a waste; make your high-powered attacks count. Stay ahead of the fiends, but not directly in front of them! Their laser attacks are devastating.







Again, place the Devil, Deity of Immortality in the case, equip the Vigoorian Flails, and fight your way to the fourth floor. Grab the Great Spirit Elixir before entering and

re-equip your blade. Before going in the door, carefully walk off the ledge to the door's right.

## Golden Scarab

You've obtained a Golden Scarab!

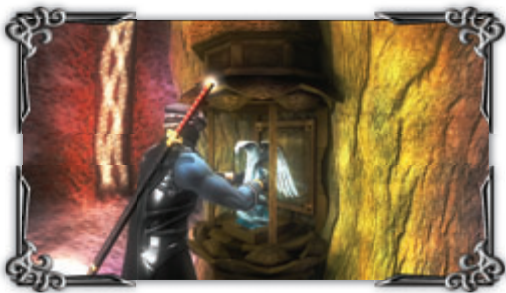


## Imperial Palace Core Fourth Floor



The fourth floor is occupied by Fiend Gahrulas and Fiend Ariochs. This is a tough battle but can be managed by focusing on the Fiend Gahrulas first (their skin is softer).

With the Fiend Gahrulas gone, focus on the tougher Fiend Ariochs. Remember to stay ahead of them, wall-run out of reach, and turn back to strike them down. When the room is clear, place the Serpent, Deity of Creation in the case and exit the room.



One final time, switch to the Vigoorian Flails and storm up the steps to...

## The Gates of Hell



Atop the core are a dragon statue to save progress, two chests (both with Great Spirit Elixirs), a portal, and a one-use recharge station.

Take the elixirs from the chests and save your game. Resist the urge to use the recharge station right now. If you need to refill health or Ki, get it from the fish haunting the stairs nearby. If you



happen to die while killing fish, you haven't lost anything since you've just saved.

Across from the dragon statue is another display case. Note it, then head into the portal. This dumps you in an arena similar to the Fiend Realm you visited before entering the Griffon gate.

Three Fiend Flare Shadohs come in to attack while their master watches from a distant throne. Fly at his minions and behead them while he watches. He'll send more minions after you. Defeat them with your blade and save Ninpo.





After enduring waves of Fiend Flare Shadohs, Marbus, Greater Fiend calls a Fiend Hydracubus from the Underworld. Defeat this one just as you've done the last two. Make it quick, and try to save elixirs and Ninpo. Slice off its tentacles and use Ultimate Attacks on its eyes. It'll fall in no time.



After defeating the Fiend Hydracubus, another portal appears. Take it to the next arena where more waves of Fiend Flare Shadohs come crashing down on you. This time, however, Marbus, Greater Fiend blasts you with pink energy balls. Dodge the attacks and use successive Flying Swallow attacks to take care of his lackeys.



When he runs out of Fiend Flare Shadohs to sic on you, he uses a pink beam to transport you into the next arena. There, Fiend Yotunfrau awaits. His tactics are identical to the previous Fiend Yotunfrau, so you *should* be able to take him out using standard combos. At this point, it's okay to start using Ninpo sparingly. This snow fiend does seem a bit more irate than the other, and he'll use his ice geyser more frequently. Stay on your toes. When you take down the snow fiend, Marbus, Greater Fiend has seen enough....



### Marbus, Greater Fiend

The battle against Marbus, Greater Fiend is surprisingly straightforward. The majority of his attacks are very easy to dodge, and the Fiend Flare Shadoh he calls on for help provide you with plenty of blue essence.

Watch Marbus, Greater Fiend as he floats above and leap up to slash him when he drifts by. If he swoops down toward you, roll out of the way and use a Flying Swallow to launch yourself at him. When you land, follow up with a combination of your choice.



When his minions attack in pairs, use Ninpo attacks to take them out quickly. Suck in their essence by charging an Ultimate Attack and release the attack when Marbus, Greater Fiend gets close.

If he ignites pink energy geysers or launches pink energy balls at you, move out of the way and leap toward him for another Flying Swallow attack. Keep up the pattern until Marbus, Greater Fiend goes down.



Marbus, Greater Fiend leaves behind a little gift for you: the Demon, Deity of Destruction statue. Grab it and walk past each arena to the portal.

Take the portal back to the Gates of Hell and save your game. If you're hurting for health or Ki, use the recharge station. Place the Demon, Deity of Destruction statue in the case and take the now-open door above the case to your next battle.

As you climb the steps, they suddenly give way, and you fall onto a floating platform.



## Holy Vigoor Emperor

Holy Vigoor Emperor is back for one more battle. This time, she's a few stories tall and armed with a ton of spheres that act like energy cannons. She's now a gigantic, hulking beast that is basically three individual pieces (left arm, right arm, torso) glued together.

As you float on the platform, lean forward and attack the blue orbs holding Holy Vigoor Emperor together. Use several varied combinations while avoiding the energy beams orbiting around the fiend. The stick-and-move tactic can be very tricky, but pay close attention and you'll see the pattern in which the beams appear and disappear.



**The platform you're on can be moved by blocking and pressing up or down.**

While the beams are inactive, lean in and attack the blue orbs with your blade. When the beams begin to charge, back away to get a larger view of Holy Vigoor Emperor and activate a Ninpo attack. The Level 3 Art of the Inferno Ninpo is especially effective.

Continue to slice at Holy Vigoor Emperor while her beams are dormant, and only activate the Art of Inferno while she's using her beams. The Ninpo damages her, and the shield of flames it provides nullifies all incoming attacks. When one piece is defeated, turn your attention to another. When all three pieces of Holy Vigoor Emperor have taken too much damage, she crumbles.



### The Holy Vigoor Emperor True Form

Holy Vigoor Emperor falls a third time, but the pieces of her body that fall into the lava below give birth to a new, frightening creature. The Holy Vigoor Emperor True Form grants you only a few chances at inflicting damage.

The first opportunity arises while it hurls skulls at you, which it does often. The second, more worthwhile opportunity arises when it sets foot on solid ground. While it marches around on the lava, it is unreachable. Luckily, all you need are good timing and some patience.



Begin the fight by equipping the Vigoorian Flails. When the Holy Vigoor Emperor True Form launches a barrage of skulls at you, use the flails as you did while defeating the Mist Fish. Fend off the stream of skulls and watch the skull-adorned fiend's large, horned skull.

At the end of each skull barrage, it fires the horned skull at you. If the horned skull catches you off guard, it will pick you up in its

mouth and crunch you in its teeth. After taking a sizable amount of health, it'll spit you out. Avoid this attack by leaping out of the way as it approaches.

Another way to endure the skull barrage and inflict damage is to use the Art of Inazuma Ninpo attack to create an electric force field around you as the skulls fly at you. At the end of the barrage, you'll fly into the air and launch bolts of lightning at the Holy Vigoor Emperor True Form.

To effectively chop down the Holy Vigoor Emperor True Form, get

under it when it hops onto solid ground and slash away with your True Dragon Blade. A few rounds like this and the Holy Vigoor Emperor True Form melts into the lava.



## Chapter 19: The Dark Dragon Blade

Ryu has defeated the Evil Vigoor Emperor, and the Dark Dragon Blade is out of the reach of the Fiends. Now Ryu must quickly escape the depths before the cavern comes crashing down on him!

### The Underworld Cavern

The Dark Dragon Blade is just out of reach in the fiery cavern. Begin your approach by saving at the nearby dragon statue. Turn left and locate three stepped rock platforms. Run at the closest, shortest one and launch yourself at it. As you hit it, you'll wall-run vertically and climb onto it.

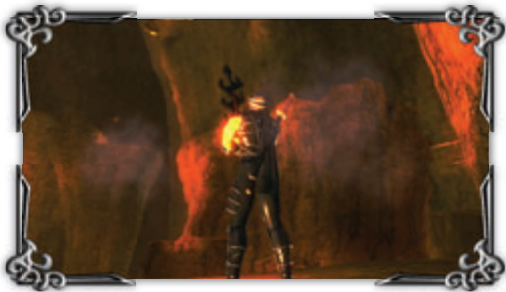
From there, perform the same maneuver onto the next stepped platform on the right. Jump onto the attached precipice and run into the niche along the wall's right edge.





Flying Bird Flip to the top of the niche and land on another set of stepped rocks. Climb up the rocks on the right using short jumps and vertical wall-runs until you spot the Dark Dragon Blade on a small platform.

Jump onto the platform and grab the weapon. When you do, a tall rock pillar drops in front of you. Along the pillar's left edge is a small ledge.



Jump to another branch protruding from the wall on the right and swing over to a rock precipice. When you're on solid ground, edge out along the rock and follow it to its end.


Wall-run up the left wall to the area directly above you. The far wall has a short ledge you can reach with a vertical wall-run.

Grab the ledge and inch left along the wall until you can climb onto an open area.



**If you take too long, the floor will give out underneath!**



Leap out to the pillar and wall-run along it to the small platform. When you're right above the platform, let go of the left  to drop on top of it.



Wall-run to the pillar's top and follow it to the wall on the right. Locate the three branches along the wall and jump out to them. Swing from branch to branch until you reach the third

one. Jump to the wall directly in front of the last branch and wall-run right to another platform.



The last section is easy. Follow the stepped rocks along the left to a rock clearing. Though the clearing looks like a dead end, it's the second to last step before you can escape.



Edge out to the clearing's left edge and find a platform directly below you. Jump straight out to it and land squarely in the center. From there, simply jump and wall-run up the rock in front of you and turn right. Get a running start and leap to grab Rachel's hand to leave the cavern.



## Fiendified Murai

Rachel grabs your hand, but as you escape the crumbling cavern, a gust of fiery gas shakes the Dark Dragon Blade loose. It falls onto the floor next to the very person you *don't* want to have it—the Dark Disciple.

As you climb out of the cavern, Gamov and his master greet you and reveal that the Dark Disciple is actually...your teacher Murai!



Fiendified Murai is a worthy opponent. He has a plethora of sword attacks, grab attacks, and one very deadly magic attack that can quickly finish you off. To beat Murai, you must use three attacks quickly and efficiently; Art of Inferno Ninpo attack, Flying Swallow, and a double sword slash using ▲.

Begin your assault by dodging his ram attack and immediately activating the Art of the Inferno Ninpo. As he reels from the force of your fireball, leap into the air and slash through him with a Flying Swallow.

This places you squarely behind him when you land. Immediately follow up with a double tap of ▲ and retreat after delivering the final blow of your three-attack combo.



You can often block Murai's follow-up attack and launch another trio of assaults. Don't push it, though. Instead, distance yourself, leap out of the way of his shuriken attack, and face him again. You can't really avoid his magic serpent attack, so when he retreats to a distant cliff, find cover behind a rock.

When the serpent comes speeding toward you, immediately use an elixir. Continue pressuring Murai with Art of Inferno Ninpo, Flying Swallows, and double ▲ attacks until Fiendified Murai is dead.



## SECRETS OF THE NINJA

This chapter is dedicated to the secrets contained in *Ninja Gaiden Sigma*.

### Mission Mode

Defeating the game once unlocks Mission mode. In this mode, your task is to survive 46 different missions, which vary from defeating a certain amount of enemies to killing a particular boss. Are you up to the task?



### Golden Scarab Rewards



Muramasa will reward you for Golden Scarabs:

Scarabs	Prize
1	Life of the Gods
5	Armlet of Potency
10	Lives of the Thousand Gods
15	Spirit of the Devils
20	Dabilahro
25	The Armlet of Celerity
30	The Armlet of Benediction
35	Great Spirit Elixir
40	Armlet of Fortune
45	Jewel of the Demon Seal
50	Plasma Saber MkII

### Difficulty Options



Beating the game once on Normal mode unlocks Hard mode. Beating Hard mode unlocks Very Hard mode. And beating Very Hard mode unlocks Master Ninja mode.

If you're not quite ready to tackle Normal mode, you can choose Ninja Dog mode (Easy mode). After you perish in the game, you'll receive an option to abandon the way of the Ninja. By choosing yes three times, you'll unlock and enter Ninja Dog mode. In this mode, Ayane helps you with power-ups and special ribbons that increase your abilities.

### Costumes



Defeat the game multiple times to unlock different costumes. You receive the first costume after defeating the game on Normal or Ninja Dog mode.





## Karma Bonuses

If you completed each chapter within the following time limits, you will get the 100,000 Karma points as a bonus.

Chapter	Ninja Dog Mode	Normal Mode	Hard Mode	Very Hard Mode	Master Ninja Mode
1	10	10	11	15	17
2	15	15	18	20	20
3	13	13	12	18	18
4	12	12	15	17	17
5	13	13	15	16	17
6	14	14	14	19	19
7	36	36	56	63	79
8	25	25	28	30	32
9	32	32	30	50	60
10	18	18	20	25	30

Chapter	Ninja Dog Mode	Normal Mode	Hard Mode	Very Hard Mode	Master Ninja Mode
11	28	28	22	25	30
12	33	33	45	60	90
13	18	18	19	25	30
14	16	16	19	22	25
15	42	42	78	95	150
16	32	32	42	60	100
17	12	12	13	20	25
18	30	30	25	50	60
19	3	3	5	8	8
Total Play	402	402	480	638	827

























